METAL GEAR SOLID 2 REVIEWED

ZIFF DAVIS MEDIA™

December 2001
ISSUE 51

PlayStation®

OFFICIAL U.S. PlayStation MAGAZINE

HOLIDAY BUYER'S GUIDE

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UNTIL YOU READ THIS!

TONS OF SECRETS REVEALED

DEVIL MAY CRY

Official U.S. PlayStation Magazine Issue 51 (December 2001)

PLUS! LOADS of TRICKS

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TIMESPLITTERS 2
ECCO THE DOLPHIN
SUIKODEN III
NBA 2K2
NFL 2K2
MEDAL OF HONOR: FRONTLINE

METAL GEAR SOLID 2

Solid Snake did die. But he is also here.
Either he survived or there are two of him.

WARNING!

READING THIS MAGAZINE WILL
MAKE YOU WISH YOU WERE
PLAYING METAL GEAR SOLID 2

DUKE NUKEM

WHAT EVER HAPPENED
TO GAMING'S
TOUGHEST HERO?

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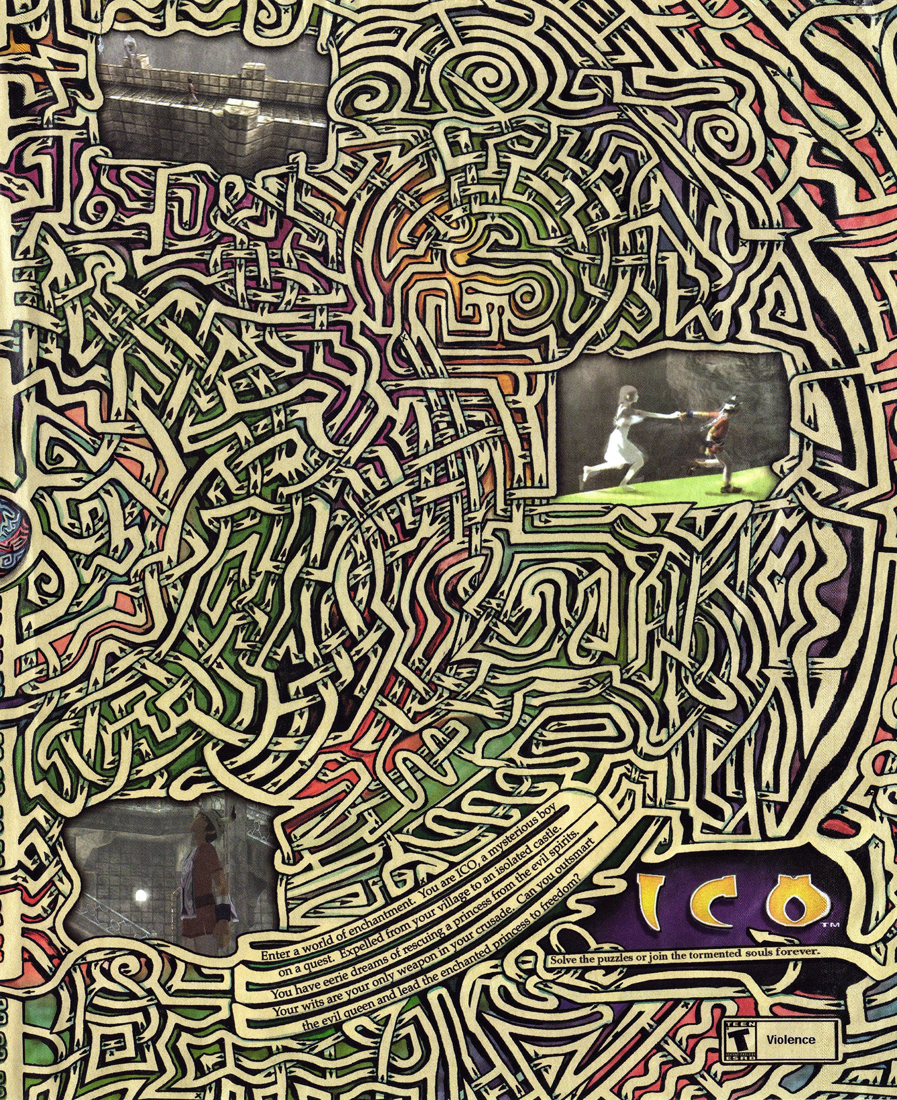

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PlayStation®2

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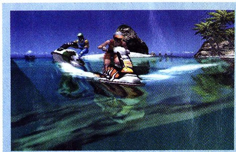

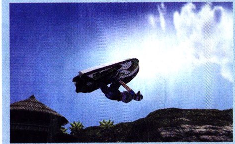

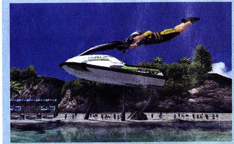

THE KAWASAKI JET SKIS STAND YOU UP. JUST SO
OUR GZ WAVE GENERATOR CAN KNOCK YOU BACK DOWN.

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3 / 8
BEST LAP
LAP
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TOTAL TIME
LAP TIME
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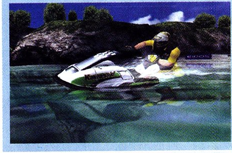
SPEED
45

WAVE RALLY



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Kawasaki

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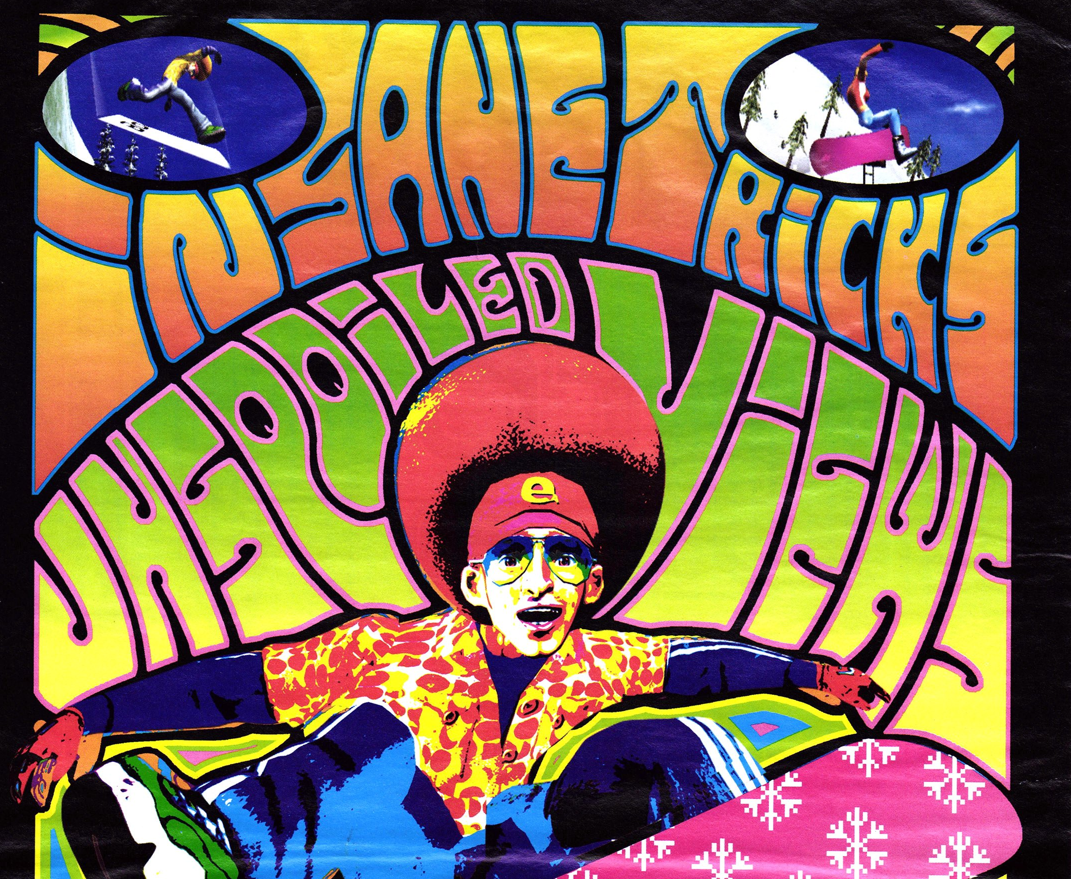
INSANE TRICKS
UNSPOILED VIEWS
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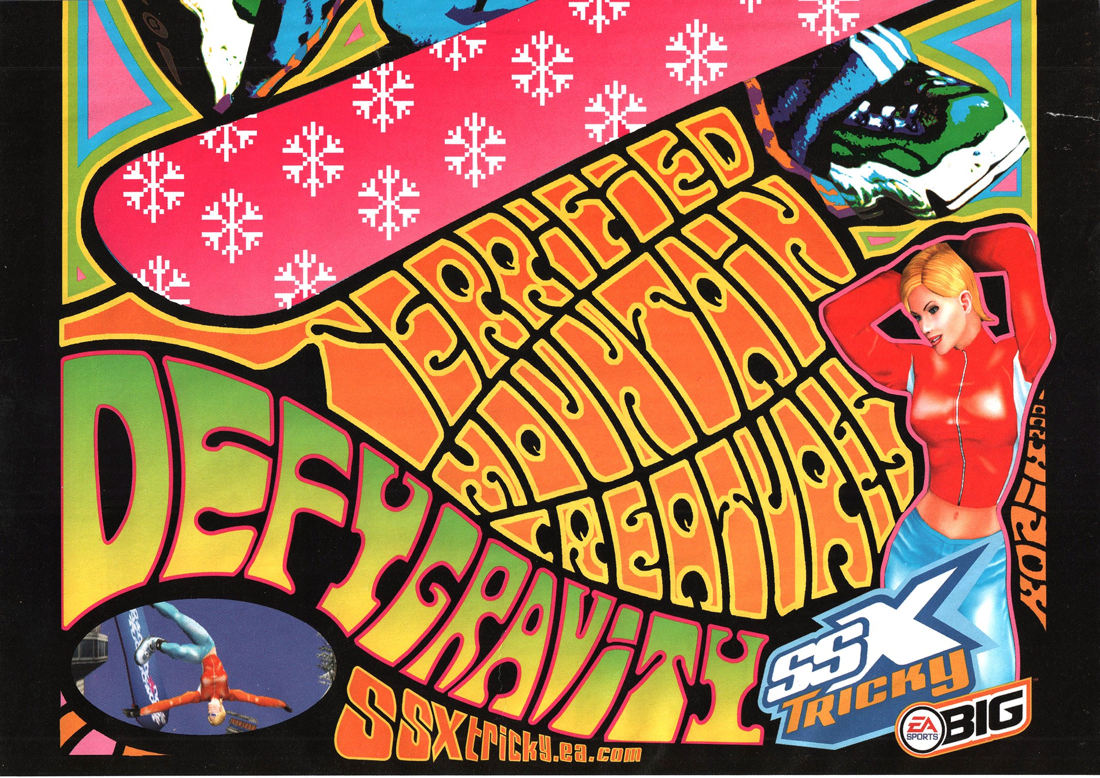

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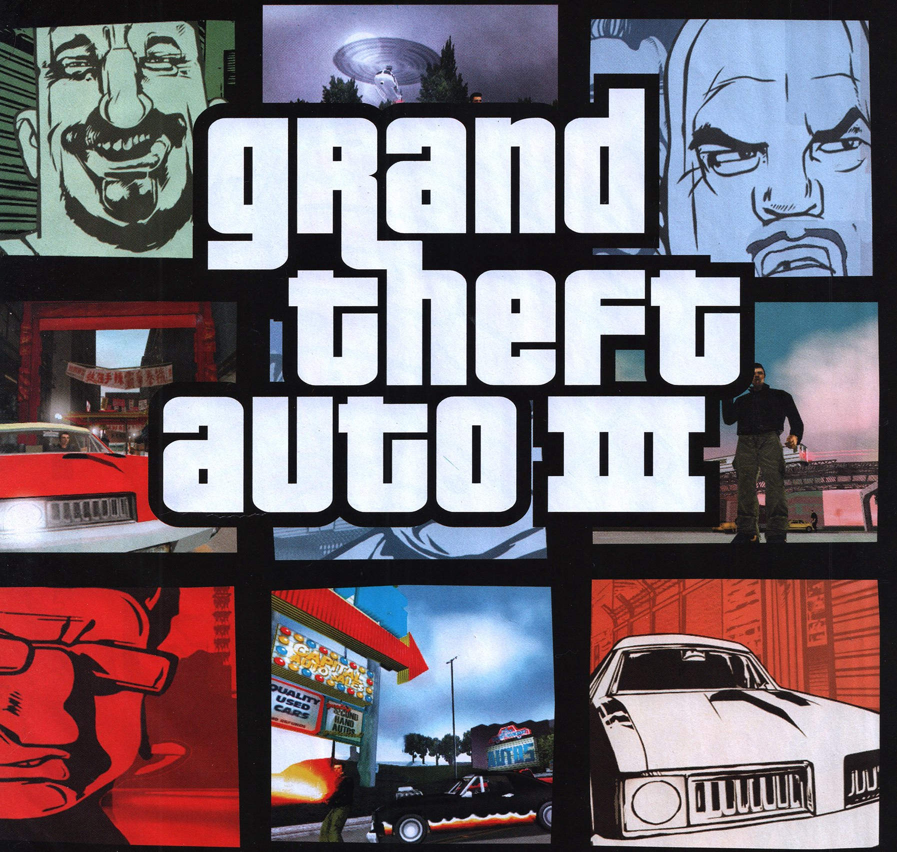

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Strong Language

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"GRAND THEFT AUTO 3 EXPANDS THE VERY IDEA OF WHAT A GAME HAS TRADITIONALLY BEEN"
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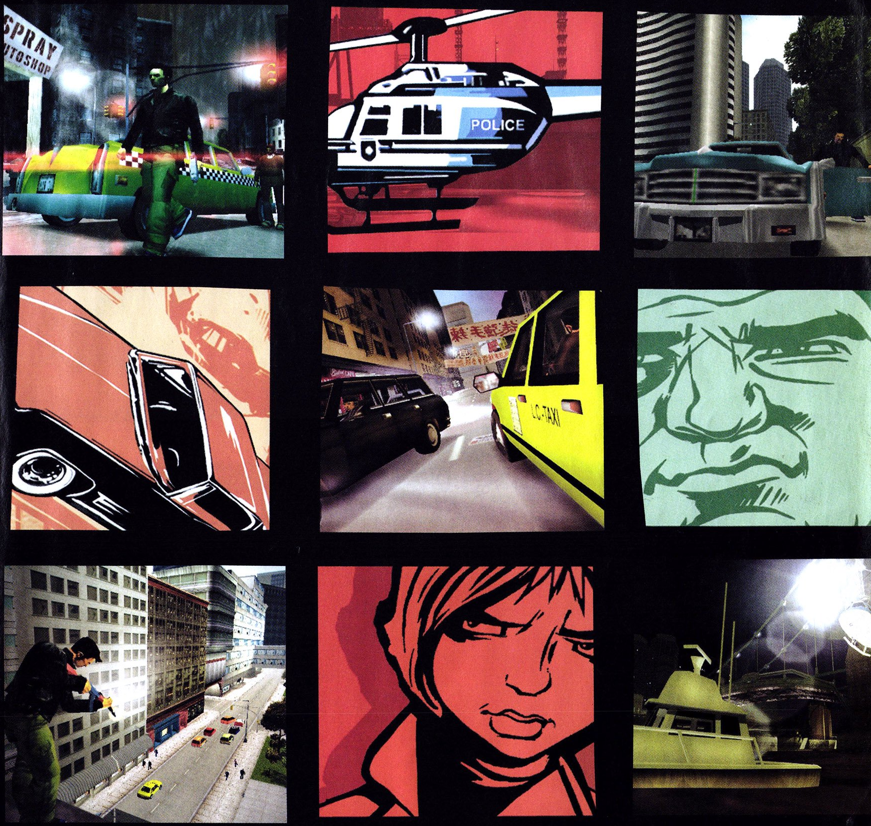
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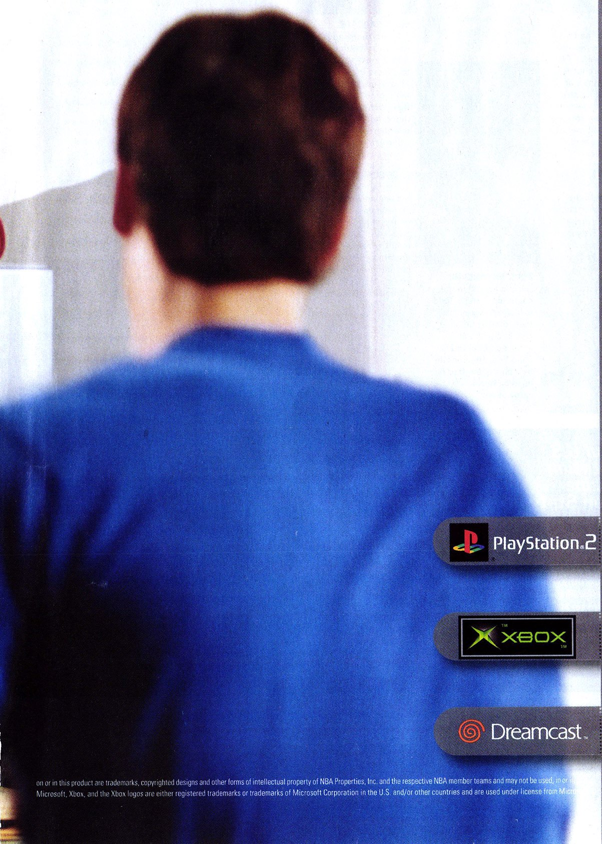
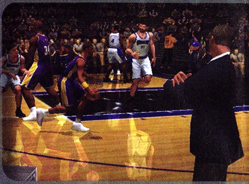
NBA 2K2

There are worse things than missing the game-winning free throw.

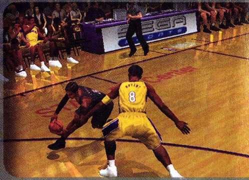
Like having to call your roommate "Daddy" for a week.





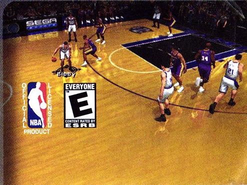
Dominate with precise pick-n-roll plays.

Shut down opponents with a variety of zone defenses.



Blow by defenders with crossovers, spins and jukes.

Stun opponents with all-new alley oops and dunks.



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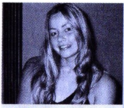

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Zoe is a multimedia superstar. She works for us, she makes TV shows, she produces rock videos, she's an animator and illustrator, she makes very cool Web sites, and she somehow has time to play games as well.
www.zoeflower.com

SHAG
Real name: Josh Agle. Shag's illustrations have appeared in galleries all over the U.S., Europe, Australia and Japan. Recently he designed the visuals for Venus, a restaurant and cocktail lounge on the Las Vegas strip.
www.shag-art.com

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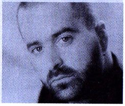
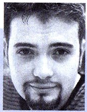
JOHN SCALZI
A writer for the *Chicago Sun-Times*, the *San Diego Tribune*, *New York City* magazine and the *Fresno Bee*, John brings his considerable knowledge to our media pages. He also runs the popular
www.gamedad.com

TODD MCFARLANE
A living legend in the comic-book field, Todd is also known for his meticulously detailed toys, including an amazing Metal Gear Solid line. This month, he's nice enough to fill us in on how it all came about.
www.spawn.com

PAUL SEMEL
Some call him Paul, but we know him as "Beerhound," courtesy of one of his online personas. But you might know him for his entertainment writing for numerous magazines including *Vibe*, *Lemonade*, *Code* and *RollingStone.com*.



Nov. 13 will be a special day for the PS2—and for many of you.



John Davison
Editor in Chief

It's the day that Metal Gear Solid 2 finally hits stores, and by golly, it really is one of the most fabulous things we've ever seen. We're not just piling on praise because of the hype either. We were fortunate enough to get some serious quality time with the finished game so we could bring you a review just before it goes on sale. We've also worked on putting together a Metal Gear refresher, too. Whether you're new to the series or have played every title so far, you're going to want to be real familiar with previous events. We outline the important events and the key characters, and provide a quick glossary of terms, just in case you get confused and don't know what the hell DARPA or FoxDie is all about.

Elsewhere this month, we've also got a cool buyer's guide for you. If you want to drop some hints to a loved one about what you want as a gift this season, make sure you leave the magazine lying around. Maybe they'll get the idea.

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The *Official U.S. PlayStation Magazine* is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the *Official U.S. PlayStation Magazine (OPM)* remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

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NO ONE LIVES FOREVER
JAK AND DAXTER
WIPEOUT FUSION

METAL GEAR SOLID 2
Solid Snake did die. But he is also here. Either he survived or there are two of him.

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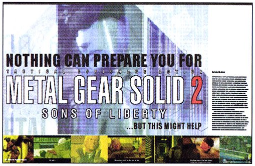
CHECK OUT: FFX • JAK AND DAXTER • BLOOD OMEN 2 • KINETICA • NBA STREET

Quick 'n' Easy
HOLIDAY BUYER'S GUIDE

Buyer's Guide 2K1 • 38

Need to know what games to buy to fill someone's holiday season with cheer? We've got you covered. You'll know all the essential PS2 games, all the best on PS one, and the games to avoid like a busted Dual Shock.

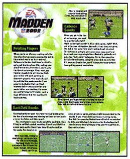


MGS2: Sons of Liberty • 142

It's almost here. Arguably the most eagerly anticipated video game ever, Metal Gear Solid 2 is nearly ready to hit stores. We give you a hands-on report, plus all the background you need to appreciate this masterpiece.

MADDEN TRICKS • 184

The neighborhood bully is taking your lunch money *and* beating you at Madden? Poppycock! We offer up the latest Madden tips so you can rebel and get some sweet revenge.



TIMESPLITTERS 2 • 94

We take a hands-on look at one of the most highly anticipated first-person shooters in development. And, as you'll see, there's a good reason for that, including a deeper Story mode and even better multiplayer—up to 16 fraggers via i.Link!

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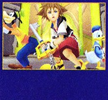

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ISSUE 51

OFFICIAL U.S. PlayStation MAGAZINE

HOLIDAY BUYER'S GUIDE
DON'T BUY A SINGLE GIFT UNTIL YOU READ THIS!

TONS OF SECRETS REVEALED
DEVIL MAY CRY
GRAN TURISMO 3
EXTERMINATION • ICO
MADDEN NFL 2002
PLUS! LOADS of TRICKS

EXCLUSIVE PREVIEWS
STUNTMAN
TIMESPLITTERS 2
ECCO THE DOLPHIN
SUIKODEN III
NBA 2K2
NFL 2K2
MEDAL OF HONOR: FRONTLINE
NO ONE LIVES FOREVER
JAK AND DAXTER
WIPEOUT FUSION

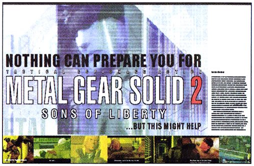
METAL GEAR SOLID 2
Solid Snake did die. But he is also here. Either he survived or there are two of him.

WARNING!
READING THIS MAGAZINE WILL MAKE YOU WISH YOU WERE PLAYING METAL GEAR SOLID 2

DUKE NUKEM
WHAT EVER HAPPENED TO GAMING'S TOUGHEST HERO?

PS2 DEMO DISC INSIDE! CHECK OUT: FFX • JAK AND DAXTER • BLOOD OMEN 2 • KINETICA • NBA STREET

Dec. 2001

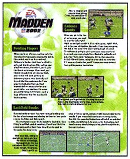

NOTHING CAN PREPARE YOU FOR METAL GEAR SOLID 2 SONS OF LIBERTY ...BUT THIS MIGHT HELP

MGS2: Sons of Liberty • 142

It's almost here. Arguably the most eagerly anticipated video game ever, Metal Gear Solid 2 is nearly ready to hit stores. We give you a hands-on report, plus all the background you need to appreciate this masterpiece.

MADDEN TRICKS • 184

The neighborhood bully is taking your lunch money *and* beating you at Madden? Poppycock! We offer up the latest Madden tips so you can rebel and get some sweet revenge.



TIMESPLITTERS 2 • 94

We take a hands-on look at one of the most highly anticipated first-person shooters in development. And, as you'll see, there's a good reason for that, including a deeper Story mode and even better multiplayer—up to 16 fraggers via i.Link!

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It may be one of the best fighting games ever, and it's coming to the PS2. We've got all the dirt on this fine fighter.

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Let us know your thoughts. Write us at our usual address, or send us e-mail at **OPM@ziffdavis.com**.

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Top Secrets • 180

Struggling with the PS2's coolest game? We'll help you through Devil May Cry.

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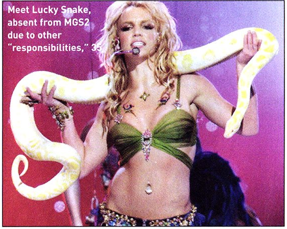
A feast of funny proportions. Start off with our holiday turkeys, add a side of wacky memory card icons, and top it off with other tasty tidbits.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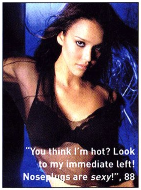
“The one bad thing about sneakin' around all the time? No one knows just how damn sexy I am.” 76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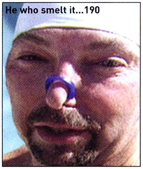
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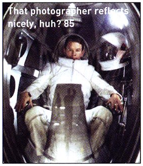
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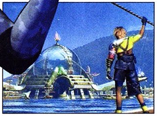
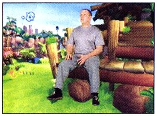
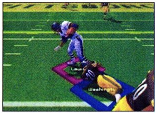
You think our last PS2 demo disc had more than you could handle? Pack a lunch for this one. Not only has *PlayStation Underground* loaded it with demos and playables of some of the most anticipated games, they've also tracked down the folks at Naughty Dog to give you a behind-the-scenes look at Jak and Daxter. Plus, there's more Maggie than you can shake a stick at. Nice.

Official U.S. PlayStation Magazine
Issue 51
PlayStation 2
DVD
RP-M







PLAYABLES

NBA Street • Kinetica • Extermination • Gallop Racer 2001

VIDEOS

Final Fantasy X • Jak and Daxter: The Precursor Legacy • Thunder Strike: Operation Phoenix • F1 2001 • Blood Omen 2

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WarJetz • Spy Hunter • Silent Scope 2

BEHIND THE SCENES

Jak and Daxter: The Precursor Legacy • Ico • GameDay 2002 • Kinetica

PlayStation UNDERGROUND

FIRST-PERSON VIDEO

Take an in-depth look at the fascinating process of first-person video. If you saw our first PS2 demo disc, it's the same technique used to bring you right into the heart of E3. This process might just be the next big thing to hit games. Plus, if you watch closely, you'll see a few bits of Britney. Which is always a treat.

COOL MOVES

Metal Gear Solid 2: Sons of Liberty • SSX • Army Men Air Attack 2 • Dynasty Warriors

FINAL FANTASY AT THE METREON

So you missed the Final Fantasy movie release party at the PlayStation store in San Francisco. No worries. We'll catch you up, along with an interview with FF creator Sakaguchi-san.

DISC PROBLEMS?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

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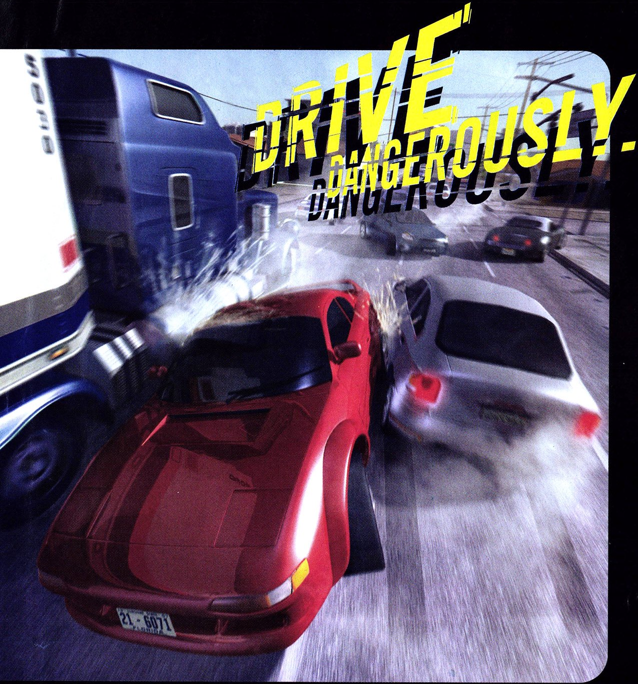
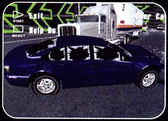
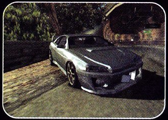
"The best crashes ever in a video game" - IGN

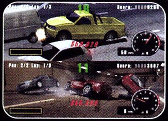




The most spectacular real-time crashes. Ever.



The more reckless you drive, the more power you score.



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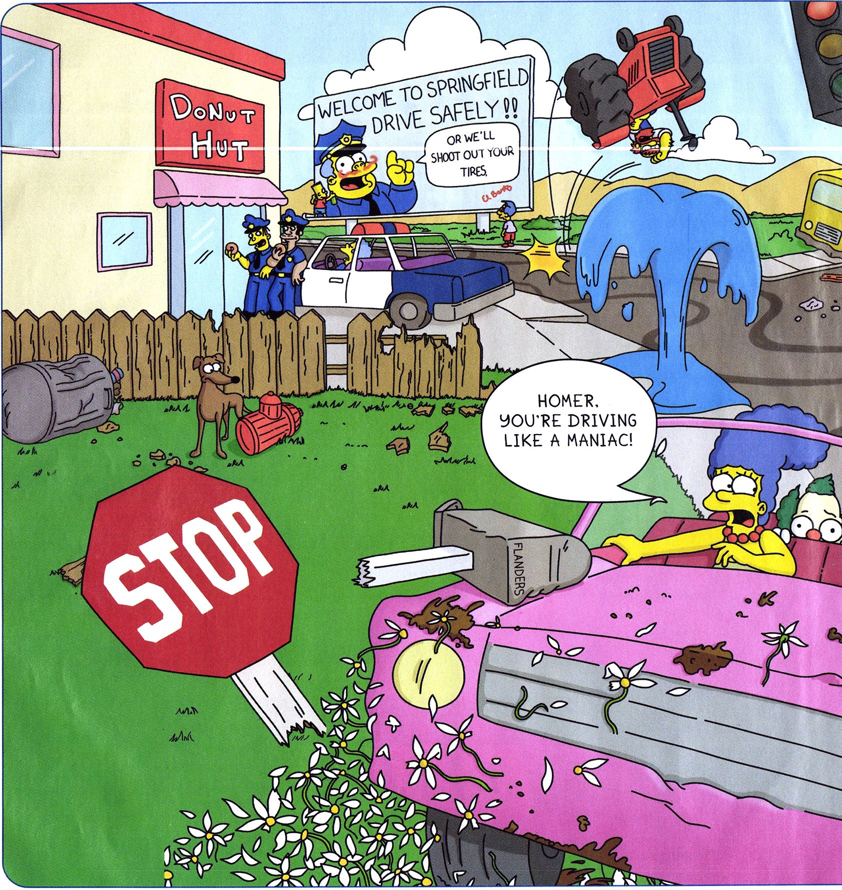
DONUT HUT
WELCOME TO SPRINGFIELD
DRIVE SAFELY!!
OR WE'LL SHOOT OUT YOUR TIRES.
El Barto
HOMER, YOU'RE DRIVING LIKE A MANIAC!
STOP
FLANDERS

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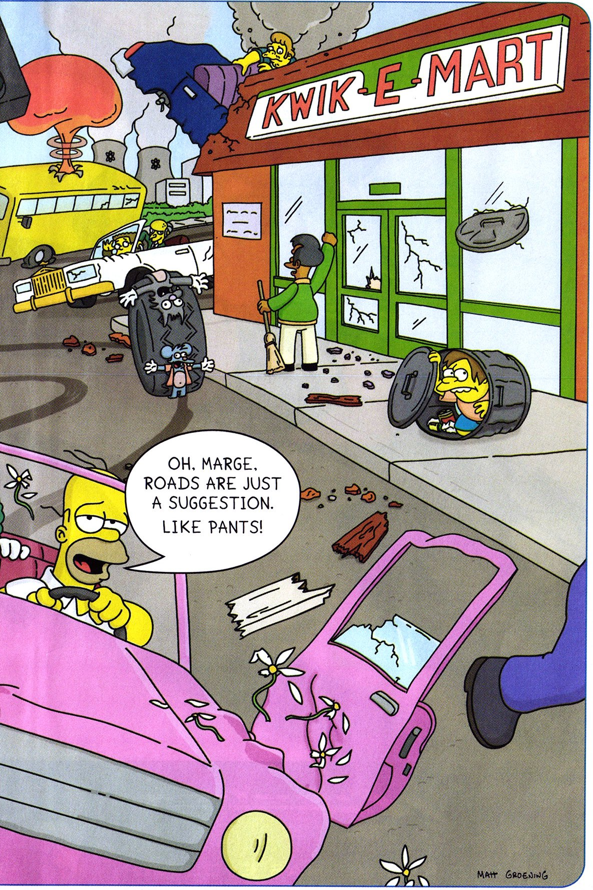
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OH, MARGE, ROADS ARE JUST A SUGGESTION. LIKE PANTS!
MATT GROENING

Mr. Burns' nuclear-powered fleet of critical mass transit is making Springfieldians catch "ride-share fever"! Help buy the bus system back by driving fares through rush-hour traffic, suicide shortcuts and unsuspecting buildings. Take the fastest possible route. Or just use the roads.

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thesimpsonsroadrage.com

TEEN
T
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Suggestive Themes
Violence

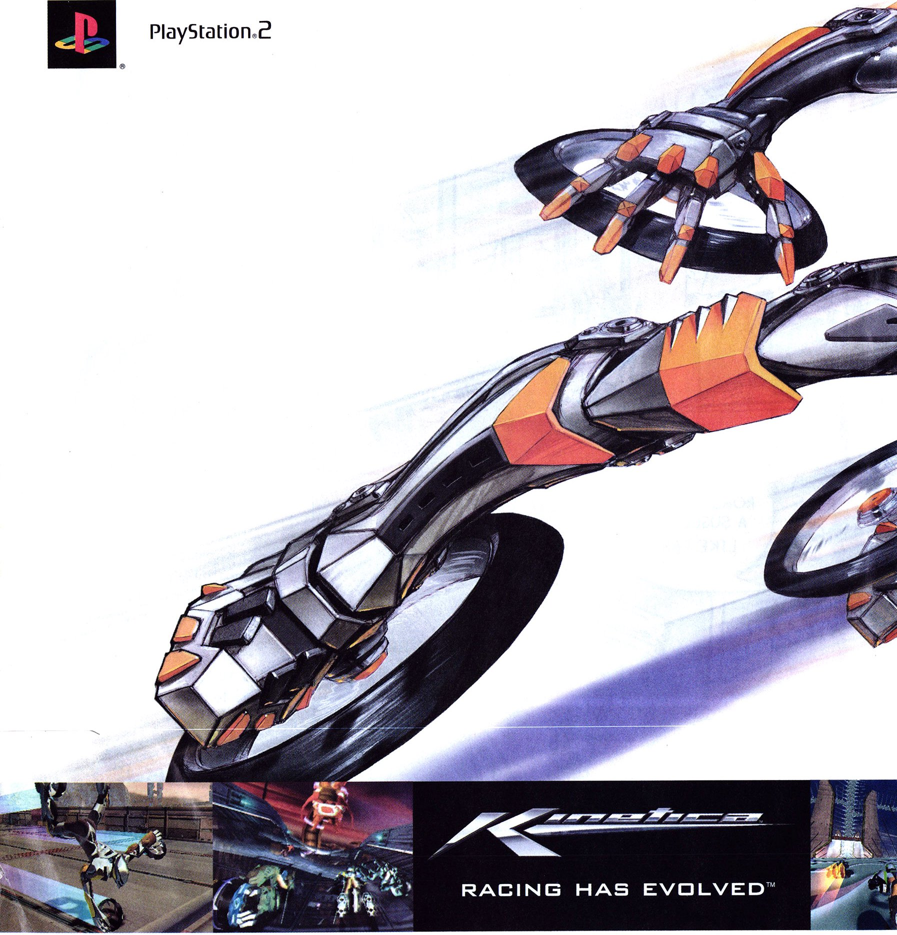
FOX INTERACTIVE

EA ELECTRONIC ARTS

PlayStation 2

NINTENDO GAMECUBE

XBOX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0 TO 60 IN 36-24-36

TEEN
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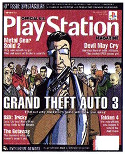

Letter of the Month

Think you have what it takes to write the Letter of the Month? Send us your video game expositions and you could win the official *OPM* Box of Joy. We pack our Box of Joy with an assortment of nifty goodies from all your favorite software companies.

KITT Doesn't Want To Be Ugly

In October's issue #49, I was very interested in the news of a new *Knight Rider*. Aside from David Hasselhoff, what's not to like of the original series? The motivation for this letter, though, is the remark about the current Firebird, which states, "Surely [KITT's] AI would be repelled by the ribbed, finned, scooped and generally ugly monstrosity that now passes as a Firebird." I disagree about the "ugly monstrosity" part and happen to like the current body style. But that argument is for another magazine.

The question I would like to ask is this: What vehicle would you like to see portray KITT? Necessary requirements that seem obvious are that it be domestic (sorry import fans, but *Knight Rider* just couldn't be true to its roots otherwise), high performance, and a somewhat regular production car to remain more inconspicuous than a supercar would (e.g., the new Saleen). I also present this question to *OPM*'s readers and ask them to write in on their choice. To start this off, other than my obvious vote for the Firebird, I would go with the Corvette Z06. Black, of course.

Clint Rogers
Houston, TX

A Corvette, yesterday

You really don't think the latest (and soon to be canceled) Firebird is ugly? If we had to choose a domestic sports car for KITT's brain to be transplanted into, we'd have to say we're with you on the Corvette thing. Chevrolet is working toward the announcement of the C6 Corvette at next year's Detroit Auto Show, and early sketches show an even cooler car than the current model. Given that a movie would be a couple of years off, that could be a distinct possibility. It won't make Hasselhoff look any cooler, though, will it?

CONTACT OPM

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I was wondering if I could get your input on the tragic events of recent times, and the effect they will have on the gaming industry. I have seen that many games are being delayed while they remove many "suggestive themes."

Also, I realize that this is not only affecting games; however, I will speak on the behalf of the gaming community. For the first time, I see a reversal in the trend that video games cause violence. Video game companies are now being seen as the good guys bringing attention to the fact that when something this tragic happens, there will be sorrow, alienation, and possible innumerable amounts of negativity for what might be a great product otherwise. Personally, I enjoy any kind of content in the game I play, whether violent or not. However, I must consider the feelings of the nation and realize that we are at a time when something as simple as mashing a building in Rampage could cause those who lost loved ones great pain. While violence in video games has been part of our culture since the days of the SNES and Mortal Kombat, I do not see it fit to eliminate it completely. I mean, face it: Blowing things up is just fun! I am proud to witness this honorable step in the evolution of games to come. I surely hope it's for the best.

Lonnie Bruton
Lonnie@gamersmark.com
www.gamersmark.com

The entertainment industry as a whole responded with great sensitivity to the events of Sept. 11, and gaming was a big part of this. Games in development were tweaked, marketing campaigns altered, and particularly contentious titles were held back, like Syphon Filter 3. Since the witch hunts of last year, and thanks to the efforts of Doug Lowenstein at the IDSA with the ESRB rating system, the games industry is slowing shaking off its reputation. Sure, there are still comments that gaming is "particularly violent" or that it "desensitizes" players to violence, but it's pleasing to see that the positive efforts of developers and publishers are also being reported on and applauded by both the mainstream and specialist press.

Sky Gunner In U.S.?

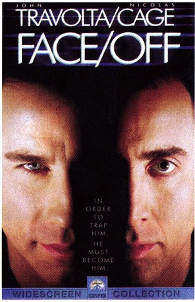
I must be from a parallel world or something, because I remember an interesting little action/shooter called Sky Gunner, and no one else does. I hope the complete lack of coverage isn't because Sony doesn't plan on a U.S. release. Personally, I thought the old-fashioned mechanical designs, highly stylized character art and French atmosphere gave the game a unique look, and what I saw of the gameplay looked tight. If they can release Okage with all its quirkiness and charm intact, then I'm sure Sony can toss us a game with as much potential as Sky Gunner.
Gunfighterx@hotmail.com

Weird you should mention this. Check out our PS2 Previews section this month for some info and screens on the game.

Facing Off With Armored Core

I'm curious to see if I'm the only one who has noticed something that both Armored Core 2, and a certain action flick starring John Travolta and Nicolas Cage, *Face/Off*, have in common. In the movie, Cage plays bad guy Castor Troy, whose partner in crime is his kid brother, Pollux Troy. Where am I going with this? Well, in the Arena mode of Armored Core 2, there are two ACs named Pollux and Castor, the former being the latter's younger brother.
phreak5@hotmail.com

Actually, they're both references to Greek mythology. The twin sons of Zeus and Leda, Castor and Pollux are the two brightest stars in the Gemini constellation.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> "If I looked at them funny, I feared for my life because they may spew citrus-flavored, highly caffeinated soda at me."

Own Private Silent Hill

I have lived in the town of Auburndale, Fla., for a good portion of my life. It's a small town 30 minutes away from Orlando. For a spell, however, I moved up to southwest Michigan. While I lived there, an old flame from high school summoned me back to this tiny town. When I returned, however, it was not quite the same. A plague of sorts had enshrouded this town and various towns around it with something I had never heard of before.

I became more aware of it while I was working at 7-Eleven during the night shift. People would come staggering in to use my toilet, only to leave behind a disgusting mess that made an already horrible bathroom look worse. A lot of the people also came in wide-eyed and tended to scratch their heads a lot, and shake around uncontrollably like the prosthetic monsters of Silent Hill 2. If I looked at them funny, I feared for my life because they may spew citrus-flavored, highly caffeinated soda at me. The few police officers who would come in would reveal disgusting stories of evil so that my trek home alone would keep me afraid. While true, it doesn't seem like much but that the Methamphetamine demon has reared his head here. I've come to learn that this area supplies all of Florida with some very bad narcotics. Unfortunately, there is no hope for these festered people. All I can do for them is keep plenty of Mountain Dew stocked so that they may not harm me. I also keep my stick in case some try anything. They say once you live in Polk County, you may leave, but something always brings you back. For me it was my love life. For others? Who knows?

darth_mizzark@yahoo.com

Sounds kinda gross. Anyone else living in their own private Silent Hill?

B.J. ALDRIDGE'S MOST WANTED

1. PS2
2. PS2
3. PS2
4. PS2
5. PS2
6. PS2
7. PS2
8. PS2
9. PS2
10. My ex-girlfriend back

E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

Dragon Warrior Secret

I recently came across a Dragon Warrior VII ad. It was simple enough: an island on a map with the words "In the world, only this island is...", as well as some tiny screenshots around the border. On further inspection, one could easily tell that these screenshots are in-game footage. Some of these screenshots are of the battle sequence. If one looks close enough, he or she could see that the names of the characters were changed to create messages...hidden messages. Some of these messages are just humorous, such as "Greatest RPG Epic." But one of these messages was very important and interesting. It was two screenshots right next to each other,

QUICK HITS

Man Wants Boobs
Is Dead or Alive 3 going to be on the PS2?
John Darville Jr.
asylum@charter.net

Yes.

Even More Claustrophobic
Wanna get a great effect while playing through Silent Hill 2? Turn down the color of your TV to zero. Black and white makes the game, in my opinion, more claustrophobic.
Ron Johnson
rj53447@navix.net

You really want it to feel more oppressive than it already does? Why?

Sex In Metal Gear Solid?
I was wondering what the mature sexual themes referred to in Metal Gear Solid 1 or 2. If you could answer my question I would be extremely grateful.
Scheil Harman
scheil_harman@hotmail.com

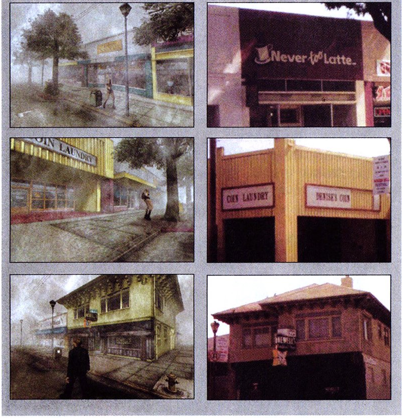
Well, there are the posters from *FHM* scattered throughout MGS2 of girls taking their clothes off. That could be it.

Do You Live In Silent Hill? How About San Bruno?

The Web site PSera has a feature on it that you might find interesting, written by a guy named Tim McGrew. It concerns the likeness of the town of Silent Hill to his hometown of San Bruno, Calif., which lies approximately 10 miles south of San Francisco. Check out the link for some spooky coincidences.

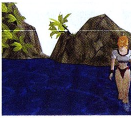
http://www.psera.com/index.cgi?type=Features;action=Display;id=000014

Siavash Dehghani
address withheld

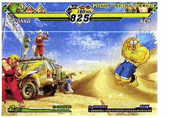


Screen Caption Contest

Every month we run a pic, and it's your job to come up with a witty caption. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new picture, from Capcom vs. SNK 2, should be easy enough.



WINNER!
"Oh look, a FedEx box."
Alvaro Garcia, Redwood City, CA



CAPTION THIS
Think of something that'll make us chortle 'til we choke and you could be a winner.

Official Contest and Sweepstakes Rules

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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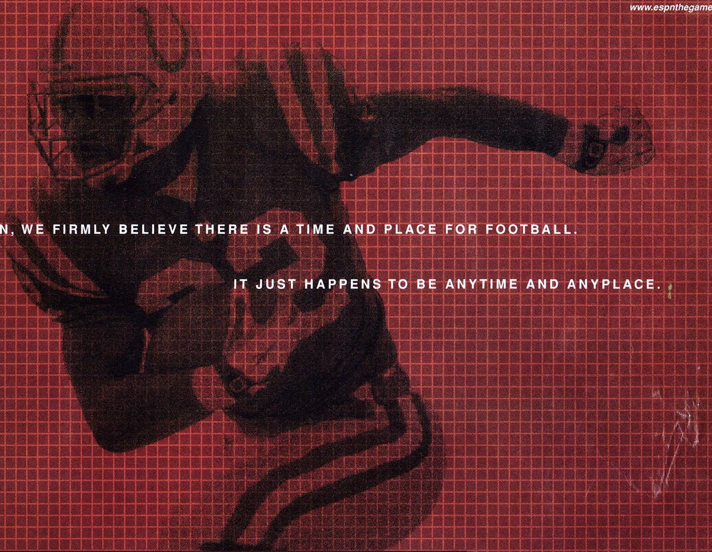

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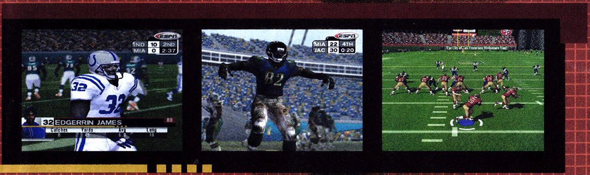

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PLAYERS INC NFL EVERYONE E CONTENT RATED BY ESRB PC CD ROM PlayStation 2 XBOX KONAMI

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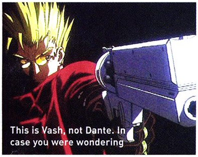
"I was in love with his badassness."

and together they read www.enix.com sla...sh secret.html, or www.enix.com/secret.html. This is a not-yet-running site that is devoted to Dragon Warrior. Just thought I'd tell you about my amazing find!
Bilbo Baggins
address withheld

Check it out. If you're anything like our resident role-playing geeks, you'll be all over this.

Dante Is Really A Guy Called Vash From Trigun?

I rented Resident Evil–Code: Veronica X so I could play the Devil May Cry demo. After playing it, I decided that Dante was the most badass character since Solid Snake. He runs around with two guns and kicks the crap out of all kinds of demons. I was in love with his badassness. Then my friend lent me an anime called *Trigun*. It stars a character named Vash who just happens to have two guns, one black and one white. Also, he just happens to wear a long red trenchcoat! Please tell me Dante isn't a ripoff of Vash. Please tell me that Dante still is very badass. Please tell me it's just a coincidence.
Jason from Canada
P.S. Joe Bazookatone rules.



This is Vash, not Dante. In case you were wondering

"it's one of the most memorable moments in gaming to me now"

Having looked into things further, we're pretty convinced that Shinji Mikami and his team are big fans of *Trigun*. If you want to see more pictures that may convince you, check out this awesome fan site for some cool stills: http://www.bishounen.net/trigun

Another Legend of Dragoon?

I was wondering if there were any plans to make a Legend of Dragoon 2? If Sony did come out with a sequel to The Legend of Dragoon, I know I would buy it.
Matt Schomer
matthew_schomer@hotmail.com

We haven't come across any confirmed news, but Clish tells us that there are strong rumors of a new Legend coming to PS2 sometime in 2002.

Yorda's Language

Although I'm not yet done with the game Ico, I'm totally immersed. I have to say that the part in the beginning when you get Yorda out of the cage and you see her up close for the first time as the camera pans up to her, and you see her hair rustling in the wind...it's one of the most memorable moments in gaming to me now. Anyway, on to my question. In the reviews I have read, they state that originally Sony planned to have the subtitled language that Yorda is speaking translated to English the second time you play through the game. Late in the development cycle, they decided to take this out. If this is indeed a language that they created, I'm sure they know what she is saying. And with that said, I'm sure there is a key that states what each symbol means corresponding to each letter of the alphabet. Is there any way you can get your hands on this key? It would be an awesome addition to your Top Secrets section.

Also, if a key is not available it would be possible to translate it by using a bunch of different combinations matching the symbols to words in the alphabet until you find a match that forms words. But that's a lot of time that you would have to spend doing so and, unfortunately, I don't have time to do so. Maybe someone else (i.e., you guys) could take on this daunting task.
John Nieves
johngpr@peoplepc.com

We quizzed a few people about this, and we're reliably informed that although a translation was originally going to be in the second run-through of the game, the text and the speech patterns aren't a fully formed language. Much as I think we'd all like it to provide as much geek appeal as, say, Star Trek's Klingon language, this isn't the case. There are some fonts out there that look remarkably similar to the symbols in the game, though. You have prompted us to try to get our hands on a transcript of what was originally going to appear in the game. If we can talk someone into getting it for us, we'll print it in full.

Iron Chef Is, Like, Extreme, Dude. Really

Of all the extreme sports games on the PS one and PS2, not yet have we seen one for *Iron Chef* on the Food Network. This may be a stupid idea, but I think it would be a great game, and I know that many people agree with me. Have you ever seen Tony Hawk race from his work station to get a Maitake mushroom in under five seconds? I think not. This is what extreme sports are all about—Japanese chefs. Wouldn't it be great if John Madden could provide commentary for this innovative genre of gaming? Instant replays would be awesome, and the game could come packed with a variety of lick pads used for taste testing. Wouldn't this game be cool?
David Harper
clarksvillecat17@yahoo.com

Iron Chef MC, Kaga Takeshi, without Liberace-style outfit

QUICK HITS

We're Glad
I'm not Gary Steinman, but I wish I were!
Anon
From recent OPM subscriber study conducted by MRCOA.

Smuggler's Still Running
In the preview of Smuggler's Run 2, in *OPM* #49, you stated that there would be an Afghanistan level. Do you feel Rockstar would consider changing that in light of the recent tragedy in NY, D.C., PA?
Jonathan Kopacz
jon@rkcustom.com

As far as we're aware, Rockstar is simply delaying the release of the game and editing a small amount of the content.

PocketStation
Is the PocketStation coming out here?
cxk60@aol.com

Nope.

CD-R PS2
Will you be able to attach a CD writer to the PS2 in order to record CDs?
Cowboys22fan@aol.com

In theory, it should be possible, but it would need special driver software specific for the PS2. We doubt Sony will provide such a thing, but maybe an enterprising third party may consider trying something like this. Anyone know of anything?

Illustration by Penny Arcade

QUESTION OF THE MOMENT

Last month, we asked you to pick just one game that you want this holiday season. Here are your answers. Next month, we want to know what you'd like to be able to play with your PS2 online. E-mail us at OPM@ziffdavis.com. Mark your notes ONLINE.

The one game that I want this holiday is SmackDown! Just Bring It. I am a huge WWF fan.
Mathew Ballard
Bigamer24@yahoo.com

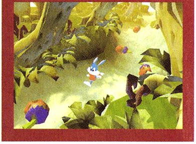
You actually expect me to choose which one I'd rather have? There are so many! Metal Gear Solid 2, Devil May Cry, Tony Hawk's Pro Skater 3...
Jonathan Kopacz
jonk@rkcustom.com.

If I could only buy one game it would be Metal Gear Solid 2. It has action, it has excellent graphics, and if it's anything like the first one, it will also have a deep and compelling story. On top of all that, it has David Hayter returning to do the sexy voicework for Snake, which, as a girl gamer, is a definite plus.
Jennifer
asellus9@yahoo.com

Oops!

In our October issue, we printed the incorrect publisher for Tribes 2. The correct publisher is Sierra.

In our November issue, we had the wrong subtitle for Conspiracy's PS2 Tiny Toons game. The correct full title is Tiny Toons: Defenders of the Looniverse.



ACTION

Lap 2
4th
Best
Lap
Lead
CERTINA
Mph

Lap 1
2nd
Best
Lap
Lead
CERTINA
1.0x

Lap 2
3rd
Best
Lap
Lead
CERTINA
57
Mph

Lap 1
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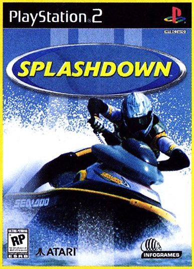
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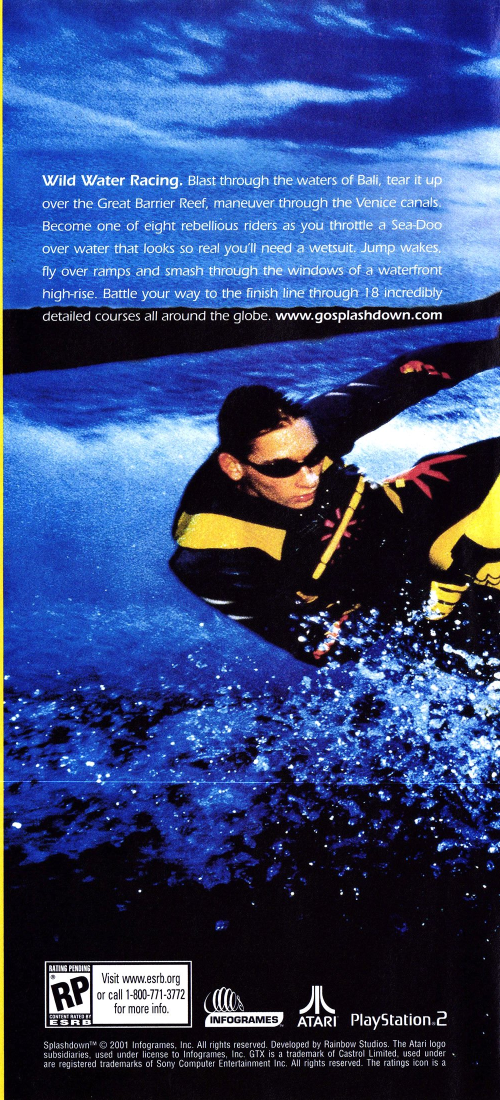

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EACH SHALL RISE TO

Born of different worlds, woven together by fate, each shall rise to face their destiny. Ryudo has been hired to protect a young priestess who must participate in a ceremony to halt the encroaching rebirth of Valmar, the God of Darkness. Embroiled between the forces of good and evil, Ryudo must follow his destiny and save the people he detests so much.

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GRANDIA™
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Official PlayStation Magazine

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HP 107
HP 134
HP 191
COM
ACT

Groundbreaking Battle System requiring tactics, skill, timing and technique.

Customize skills, spells and special attacks with an amazingly flexible level advancement system.

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INSIDE SPIN

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No More Resident Evil?
Is the series really going to be GameCube-exclusive?

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The pop goddess will soon be dancing on your PS2.

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Only the best for the discriminating gamer.

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Win a Trip to Hawaii!
Go surfing with Sunny Garcia, star of Ubi Soft's new PS2 game.

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Game Jobs
Translating a Japanese game takes more than just words.

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Todd McFarlane Speaks
The Spawn creator tells us what it's like to work on the incredible Metal Gear toys.

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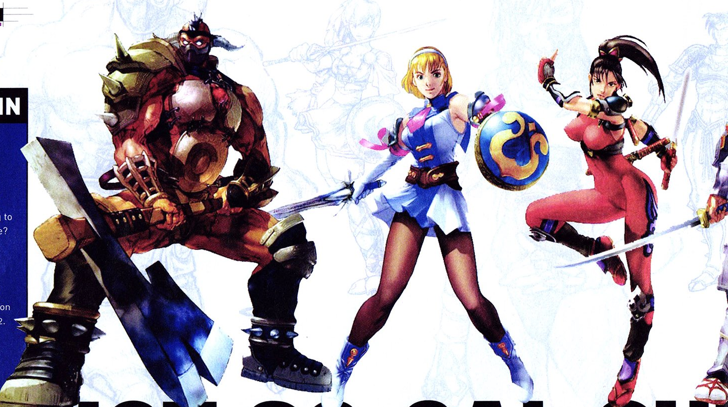
Media Roundup
DVD reviews, movie news, music reviews and more!



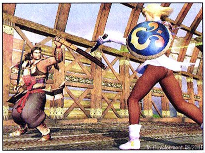
HOT SO-CAL SU

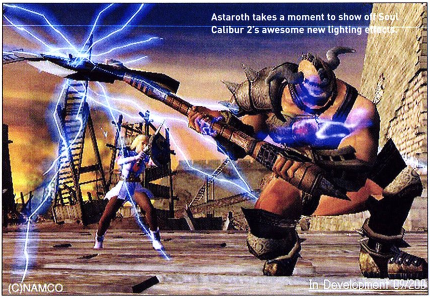
Soul Calibur's triumphant debut on the PS2 is overdue

With the arcade version of Soul Calibur 2 nearing completion in Japan, Namco has released new shots of the game (which runs on Sony's System 246 board). In the works for over a year now, Soul Calibur 2 is currently slated to hit arcades early next spring and then the PS2 by the summer.

We once again spoke to project leader Koh Onda to see how work on the sequel has been going. "The development schedule is actually a little bit shorter than the previous Soul Calibur," he tells us, citing that it's easier to put together a sequel than a completely original game. "We are attempting to make a more enjoyable game for the players by simply taking into account a lot of the feedback we got from them on the original title."

Is Onda happy with how Soul Calibur 2 is turning out so far? "To be honest, we felt that the expectations for Soul Calibur 1 were very high before its launch," he says, "but we would like to believe that we met them." You won't hear any disagreements from us on that one. "This time around," he continues, "we believe the expectations of gamers are even higher, but we are once again doing our best to exceed those expectations. That is what the Soul Calibur project goal should always be."




Astaroth takes a moment to show off Soul Calibur 2's awesome new lighting effects.

Because Soul Calibur 2 and archrival Tekken 4 are hitting both the arcades and then the PS2 around the same time, we've heard that each team has made a special effort to outdo the other, and that there's some real rivalry between the two. "We are using friendly competition to make better products," Onda admits, smiling. "We actually have a really good relationship with each other, though."

The new screens from Namco show off some of the work Onda and his team have done in terms of expanding the environments, a major enhancement for this sequel. Onda claims that the larger, multileveled environments, now with walls, will dramatically upgrade the game's playability.

We've also found out that Soul Calibur 2 will feature approximately 16–20 characters (with at least six new ones). So far, the ones we've spotted include Astaroth, Ivy, Taki, Siegfried, Kilik and Nightmare.

Things certainly sound good for the Soul Calibur sequel, but hopefully we'll get some actual hands-on time with the PS2 game soon. All this waiting is painful!

MMER

Games Changed, Delayed Due to Terrorist Attacks

Publishers scramble to remove inappropriate content in the wake of the tragic events in New York and Washington, D.C.

The Sept. 11 terrorist attacks that devastated the nation sent shock waves that reached as far as the video game industry.

With the country still dazed by the enormity of the tragic events, several major video game publishers quickly moved to delay the release dates of upcoming titles.

Among the first announced delays was Activision's Spider-Man 2–Enter: Electro for the PS one, originally slated to hit store shelves on Sept. 18. Set in New York, the game included a climactic battle on a building that resembled the World Trade Center's twin towers. "Out of respect for the victims, their families and our fellow citizens, we will be postponing the launch and making minor changes to the game," the company stated.

Activision's move mirrored those of countless other companies throughout the entertainment industry. Columbia Pictures, for example, removed a trailer for *Spider-Man* from the movie's official Web site because it had a sequence involving the twin towers. Warner Bros. put its Arnold Schwarzenegger vehicle *Collateral Damage* on hold and cancelled all promotions for the film, which has a plot that centers on international terrorists. Meanwhile, TV networks postponed the start of the new season and altered several major series.

"Our industry cannot be exempt from the responsibility to look inward and ask whether any of our products could be inappropriate or insensitive at a time of national mourning and crisis," said Interactive Digital Software Association President Doug Lowenstein to the *Hollywood Reporter*. "Everything has changed for everyone and every business in this country, including the video game sector." (The IDSA is a trade group that represents about 90 percent of the games industry.)

Publishers are quietly dialing back some now-questionable content in their games.

One game publisher particularly hard hit was Take-Two Interactive and its subsidiary Rockstar Games. With offices in lower Manhattan, Rockstar saw its operations completely disrupted. On top of the challenge of simply trying to return to business, Rockstar—which has built a reputation on producing edgy, adult-focused games—also had to delay the release of Grand Theft Auto III and Smuggler's Run 2 to alter content the company has "deemed inappropriate given recent events."

Meanwhile, other publishers are quietly dialing back some now-questionable content in their games, changing details, storylines and locations to be sensitive to the tragic events.

So does this mean that video games will forever be radically different? Not likely. As in other entertainment media, game publishers are simply making the right, responsible and fully appropriate moves during these tough times. But games will still be games—and they remain particularly effective at providing what so many people need these days: an amusing escape from the sometimes-harsh reality of the real world. While certain themes and subject matter may be anathema in the short term, games will continue to thrive in the long term.

"I don't think you'll see a fundamental change in the kind of games people make," Lowenstein told the *Hollywood Reporter*. "There'll probably be a higher degree of sensitivity in what they depict, but does this mean there'll be a dramatic decline in games that involve hunting down bad guys? No."

DELAY OF GAMES

A quick look at some of the games that were affected by the recent tragic events.

Spider-Man 2–Enter: Electro
Delayed to alter a scene that takes place on the rooftops of buildings similar to the World Trade Center's twin towers.

Hidden Invasion
References to terrorism are being removed and name is being changed. Release pushed back.

Building Baku (Japan)
This Japanese puzzle game was outright cancelled because of the terrorist attacks—and it's easy to see why. One of the game's main objectives was to bomb popular buildings from around the world!

Syphon Filter 3
Delayed to be sensitive to the current situation. The game, which has missions set in Afghanistan, will be unchanged, but the advertising and marketing campaign will be completely redone.

Smuggler's Run 2
Scenarios set in Afghanistan to be edited, causing the game to be delayed.

Grand Theft Auto III
Certain references to New York City will be changed, leading to a delay of game.

Max Payne
Delayed due to lost time spent revising Rockstar's other two affected games (GTA3 and Smuggler's Run 2).

Monster Rancher 3
Release delayed four days solely because of the tragic events. Content, obviously, is unchanged.

The Fantasy Continues

Square has revealed that it's working on games based on the Final Fantasy anime TV series in Japan.

ZOE FLOWER

SNAKING THE COMPETITION

Whose idea was it to release two video game consoles in the same week? With Microsoft's Xbox blitz on Nov. 15 and GameCube following suit just three days later on the 18th, it looks set to be the week of reckoning after month upon month of glowing lime-green hype and cubic purple propaganda. So, for such a monumental moment in video game history, why do I just want to cozy up at home, flopped on my couch, pajama-clad and oblivious to the outside world? The answer comes in the form of two words:

Hideo Kojima.

No, this is not another one of my weird Kojima fantasies where he visits my house in a kimono and serenades me with a portable karaoke machine. I'm talking about the release of Metal Gear Solid 2: Sons of Liberty for the PS2—a release that occurs, conveniently, just 48 hours prior to the impending console craziness.

Whether Sony planned it this way or not, the release of such a prominent game right before a competitor's launch was a smart and powerful move. It's no secret that MGS2 has kept me in an obscene state of anticipation since finishing Metal Gear Solid on the PS one (*obscene* = Konami blocking my phone number after calling daily for updates, contemplating styling my hair in a mullet, secretly training to be the next member of Foxhound). Maybe that's overkill, but you can't deny that this is the most eagerly anticipated video game of the year, and perhaps of all time.

The point is this: A system's software means more than any number of megahertz or gigaflops or flashy commercials. While Nintendo is busy chanting "Miyamoto" and Bill Gates is doing his best to look cool, the rest of us will be cuddled up with Kojima's masterpiece, preparing extra shelf space for a 200-game PS2 library, and forgetting Xbox and GameCube exist...at least for the moment.

I'm not saying PS2 won't have stiff competition. After all, Metal Gear will come and go (did I just write that?). Microsoft has enough money to buy a seat at the top of consoledom with enough left over to purchase a few small countries. Nintendo has Mario, Zelda and Pikachu, who together could wage an attack that even Solid Snake would have a hard time thwarting (all set to cute music with an "E" for Everyone rating, naturally).

But if you haven't bought a PS2 yet, it's going to be impossible to resist now that Metal Gear is making its return. Sony knows this well enough to use the game as an opportunity to "Snake" the competition, stealing a little thunder from Xbox, quieting the racket over GameCube, making gamers wonder where money would be best spent. $500 on a fancy new system with a couple of games, or $50 for a copy of what could very well be the best video game in the world?

I think you already know my answer.

Zoe Flower is quite a big fan of Metal Gear Solid and its creator, Hideo Kojima. She's also a multimedia superstar, with TV, Web and print credits to her name. She's English, lives in Canada, and has a Web site where you can find a couple of new photos of her, along with a cute little picture of a mouse and a flower on it, at www.zoeflower.com

RESIDENT EVIL SHOCKER

By now you've probably seen news articles about, or at least have heard rumors that the Resident Evil series will be leaving the PlayStation. Well, it's true. Capcom has opted to bring the Resident Evil series exclusively to Nintendo's new platform, the GameCube. But don't freak out just yet. All hope is not lost for PlayStation owners. Stick with us as we examine the situation.

Officially, Capcom has announced that it will deliver six Resident Evil games to the GameCube. Now, that may sound like a surprisingly high number at first, but upon closer examination, it's not that shocking. One of the games is a remake of Resident Evil 1, while three others are strict ports of Resident Evils 2, 3 and Code: Veronica. The remaining two are Resident Evil Zero (a game that was originally in the works for the Nintendo 64 but scrapped in favor of a GameCube version) and Resident Evil 4 (this is likely the hardest blow for PS2 owners—this game was originally supposed to be exclusive to the Sony platform).

So why would Capcom want to move its Resident Evil franchise away from the PlayStation—the platform that made it popular in the first place? Well, officially, the company states that it has faith in Nintendo's new console. Unofficially, Nintendo was very much seeking the Resident Evil franchise for its GameCube (to counter the popular belief that the console is primarily geared toward children) and likely offered a deal to Capcom that simply couldn't be turned down.

"This decision is part of our multi-platform strategy in which we plan to bring large franchises to each of the viable platforms," says Matt Atwood, a public relations manager at Capcom. "This is not a statement about any one other company." He goes on to explain that by the same token, the PS2 will have its own fair share of exclusive games. "All of these systems will have at least one large franchise, including Devil May Cry and Onimusha for the PS2 and Dino Crisis for the Xbox."

But that still doesn't change the fact that PS2 owners will miss out on the Resident Evil series from now on—or will they? Well, Capcom has also stated that this isn't a permanent situation and that things could change in the near future (we've already heard that Resident Evil 4 will still come to the PS2, albeit a little later than on the GameCube). As well, Capcom still plans to bring Resident Evil: Gun Survivor 2 to the PS2 early next year (don't worry, it's a lot better than the first one). And if it helps any, PS2 owners should relish the fact that they're already playing Devil May Cry, which was originally being developed as Resident Evil 4 until Capcom decided to change its name.

> **"All of these systems will have at least one large franchise."**

This announcement sure is a harsh blow, but it's only a matter of time until this situation turns around again. Trust us.

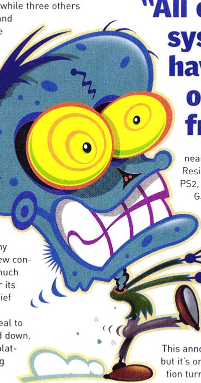
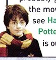


Illustration by Wayne Vincent

NOVEMBER CALENDAR

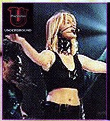
1 THURSDAY • The lovely Jenny McCarthy (1972) celebrates her 29th birthday. • Dragon Warrior VII • FIFA 2002 (PS1)	**2** FRIDAY • Monsters, Inc. finally in theaters, after years and years of trailers. 	**6** TUESDAY • Ethan Hawke (1970) hits 31 on the same day as... • Max Payne, FIFA 2002, Simpsons: Road Rage, NBA Live, Capcom vs. SNK 2 and NBA Live 2002	**9** FRIDAY • Sisqo (1978) parties on his 23rd birthday with a thong as Incredible Hulk Lou Ferrigno (1951) turns 50. • Jack Black flick Shallow Hal hits theaters.	**11** SUNDAY • Leonardo DiCaprio (1974) has his 27th birthday party. Will he invite Calista Flockhart (1964) and Demi Moore (1962) as well?	**13** TUESDAY • Hold everything! Metal Gear Solid 2 is out. As is Deus Ex, Shaun Palmer's Pro Snowboarder, NFL GameDay 2002, NFL 2K2, SSX Tricky, Test Drive and Baldur's Gate.
14 WEDNESDAY • A royal birthday: Prince Charles (1948) hits 53 and King Hussein of Jordan (1935) turns 66. • Hoshigami and Harry Potter both arrive in stores.	**16** FRIDAY • The lovely Lisa Bonet (1967) has a party for her 34th birthday and probably goes to the movies to see Harry Potter, which is out today. 	**20** TUESDAY • Legends of Wrestling and Frequency both arrive in stores for your PS2 pleasure. 	**21** FRIDAY • Ken Griffey Jr. (1969) celebrates his 32nd birthday with Bjork (1965), who is 36. Will they go to see The Black Knight or Spy Game at the movies?	**22** THURSDAY • Thanksgiving. Feel free to eat turkey and lounge around watching football. 	**28** WEDNESDAY • Jon Stewart (1965) is 36 and Anna Nicole Smith (1967) is 34. What to buy them? Maybe... • Jeremy McGrath's Supercross World and Twisted Metal: Small Brawl.

All dates are correct as of press time. Any inaccuracies have nothing to do with us, although we're pretty certain the birthdays are correct. Stop reading this now and go back to the big words, OK?

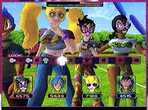
VIRTUAL POP

THQ has scored itself the deal of a lifetime: a PS2 game based on the teen mega-star Britney Spears. Naturally, one would assume that the company might simply cash in on the name, but it seems that THQ is going all out to give Britney fans—as well as Britney haters—a cool product to look forward to when it hits stores next spring. To show you what we mean, we've outlined some of the steps that THQ has taken to make sure that Virtual Britney makes as big a splash as her real-life counterpart.

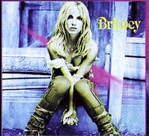
Photograph by Kevin Kane/ WireImage.com



For the interactive video aspects of the game, THQ turned to a company called Enroute. Britney had to be filmed with a special camera for these scenes. For a sneak peek at this portion of the Britney game, check out this month's Demo Disc.



THQ turned to Japanese developer Metro, known for the Bust a Groove series, to work on the dancing aspects of the game. The actual graphics and gameplay will be loosely based on the engine Metro developed for Dance Summit 2001, a title that never made it to the U.S.

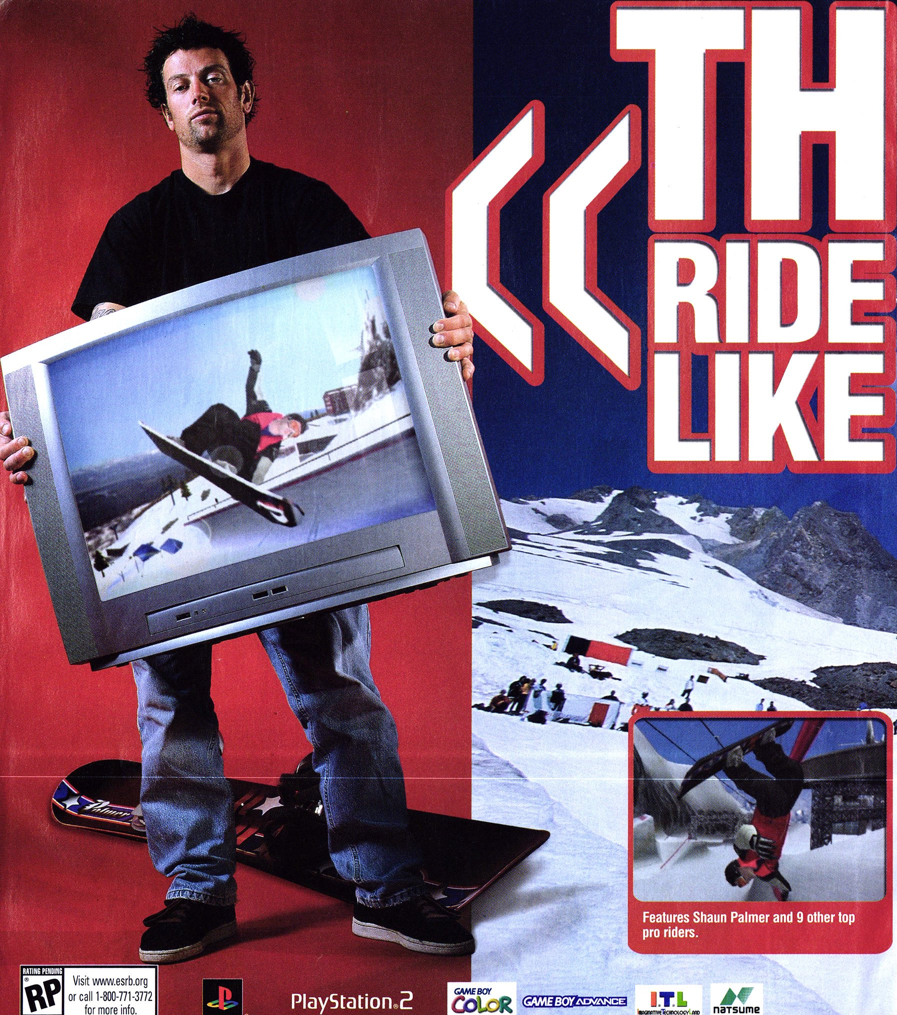


Britney's managers and THQ are currently going through her library of songs to figure out selections to use in the game. It's likely the game will include at least a few tunes from her latest album, simply titled *Britney* (such as her new hit "I'm A Slave 4 U").

THQ is also holding cyber-scan sessions with Britney to make sure her likeness is perfectly represented in the game. Her virtual model will feature all the correct facial and body (yes!) movements as well as expressions.

Britney BRANDS

Britney Brands, the studio that ensures quality control over all Britney Spears merchandise, is working hand in hand with THQ on a lot of the game's development.



Features Shaun Palmer and 9 other top pro riders.

RATING PENDING
RP
CONTENT RATED BY ESRB

Visit www.esrb.org or call 1-800-771-3772 for more info.

PlayStation 2

GAME BOY COLOR

GAME BOY ADVANCE

I.T.L Imaginative Technology Land

natsume

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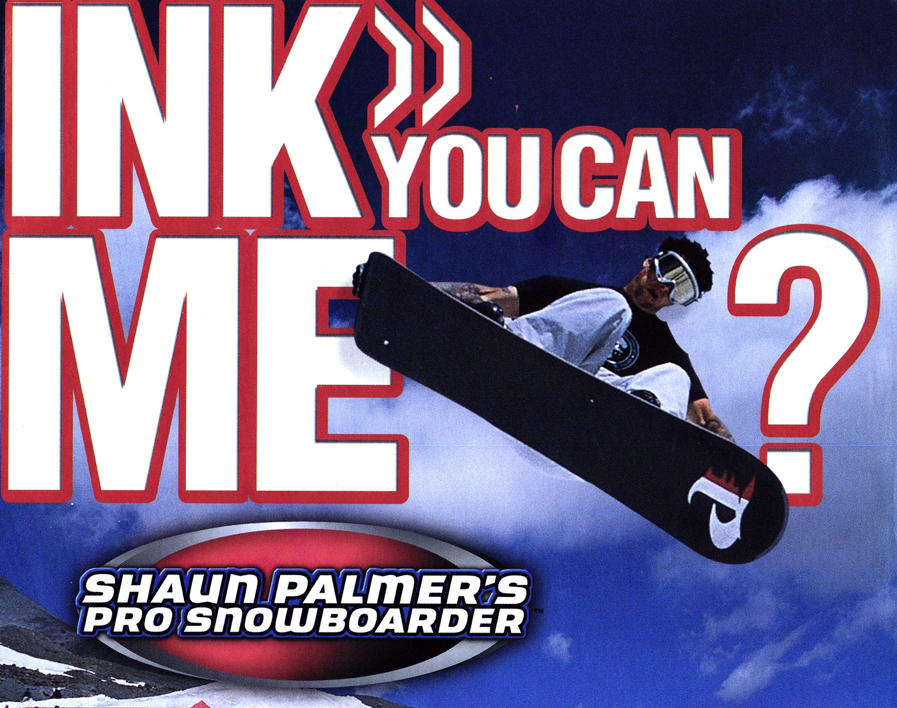
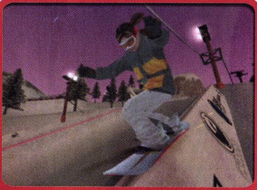
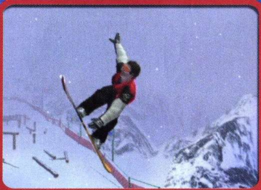




Trick off anything in 8 real world destinations.

TIME LEFT
SWITCH
UNDER FLIP +
DISASTER + 50-50

Force your opponent off the screen in the all new PUSH mode.



Real boards, real riders, real mountains, real attitude.

You'll need everything you've got to keep up. I own 6 Winter X-Games gold medals and I'm not slowing down anytime soon. Session with me and some of the best pro riders including Tara Dakides, Shaun White, Ross Powers, and others as you drop into 8 levels based on real world-class resorts. With an insane trick style game-play, this video game is the ultimate snowboarding challenge. Pull the sickest tricks off anything in sight, defy gravity using hundreds of realistic moves, and link combos to access epic new terrain. Still think you can ride like me? Well step up or step off.

Soundtrack includes songs by Static-X, Papa Roach and Alien Ant Farm.

ACTIVISION O2
SPORTS REVOLUTION

ACTIVISIONO2.COM

Quick-'n'-Easy HOLIDAY BUYER'S GUIDE

Life was infinitely simpler for the PS2 owner last holiday season. If (and that's a big "if") you were able to snag a system, you had only a few true gaming choices. But with so many quality PS2 titles now in stores, it's much, much tougher to pick out the perfect gift for the discriminating gamer. Relax. We're here to help. So don't fret, don't fuss–just consult our handy-dandy buyer's guide for all the very best choices for each and every kind of gamer.

Simply scan these handily organized categories to find the perfect gift for the person who...

...WANTS ONLY THE BEST OF THE BEST

Metal Gear Solid 2

Konami ●●●●●

You either really want this game—or you don't yet realize that you, uh, really want this game. Do any of you actually need us to explain why? Really? Then go read our feature, go read the review...and go buy this game!

Ico

Sony CEA ●●●●●

Forget for a moment all that chatter about how Ico is art, is revolutionary, is a wholly unique experience unlike anything before it. Just know that Ico is a breathtakingly beautiful, altogether engaging, and brilliantly executed adventure that, most of all, is amazingly fun.

Gran Turismo 3: A-spec

Sony CEA ●●●●●

What?! You know someone who doesn't yet own the greatest driving game ever? Surely, you jest! This, this...is unspeakable! Fix this problem. Now! Go buy it, slip it under the tree, and watch as the giftee abandons all semblance of a social life in deference to this extraordinary game.

Twisted Metal: Black

Sony CEA ●●●●●

Take everything you loved about the first two Twisted Metals, discard any of those awful qualities from parts three and four, add a dark, gritty overcoat, and you've got the best Twisted Metal yet. Disturbingly good car combat.

Illustration by SHAG

Devil May Cry
Capcom ●●●●●
Dripping with cool, oozing with style, charmed with stunning good looks, Devil May Cry has what it takes to change the face of action games. And the gameplay? It's like a shot of adrenaline chased by a frosty mug of fun.

Grand Theft Auto III
Rockstar *(not yet rated)*
So you wanna be a gangster? Wanna live a depraved life of crime? Wanna roam the angry streets in search of easy money, fast action, hot cars, murderous mayhem? You can do it all—from the safety of your living room—with GTA3.

Tony Hawk's Pro Skater 3
Activision ●●●●●
Get this: Not only is Pro Skater 3 the best Tony Hawk yet (which for some means the best game *ever*), but it's also one of the first PS2 online games, replete with a solid array of modes that'll suck away even more of your time.

Escape From Monkey Island
LucasArts ●●●●●
So, you basically just talk to people. And you don't fight any battles. Or play any action-packed minigames. Hmm. So what do you do? You carry out bizarre tasks and solve all kinds of unique puzzles in one of the funniest, slickest, most amusing adventure games ever. Sounds good to us.

...HAS WAY TOO MUCH AGGRESSION

Dynasty Warriors 3
Koei *(not yet rated)*
Sometimes taking out one, two or even a dozen foes simply isn't enough. Sometimes you just need the bodies to pile up. But DW3 isn't your typical wussy weapons-based action game—instead, it lets you vanquish, oh, say, a couple *thousand* enemies in close-quarter hand-to-hand combat. What fun!

Capcom vs. SNK 2
Capcom ●●●●◐
With 44 different characters to choose from and six different styles of gameplay to perfect, Capcom vs. SNK 2 is one of the biggest fighting games ever put together. And that means plenty of hours of nonstop brawling for you.

Tekken Tag Tournament
Namco ●●●●◐
Sporting a damn fine fighting engine, TTT is currently the best 3D fighter on the PS2—although Soul Calibur and Virtua Fighter will soon give it a run for its money. Until then, settle in for some sublimely satisfying sparring.

...CAN'T STAND PLAYING ALONE

RANK 1st
RANK 2nd
RANK 3rd
RANK 4th

TimeSplitters
Eidos ●●●●●
Other PS2 first-person shooters may have better single-player modes, but TimeSplitters still reigns supreme for its super-smooth, lightning-fast multiplayer levels. Anyone with three friends and a multitap *needs* this game.

WWF SmackDown! Just Bring It
THQ *(not yet rated)*
In "real life" it may be totally fixed, but in the virtual squared circle victory is still determined by the relative skills of you and your spandex-wearing foe. There's no better way to test those skills than with Just Bring It.

The Adventures of Cookie & Cream
Agetec ●●●◐
One of the only games to *require* two players to work together, Cookie & Cream will either be a wonderful bonding experience for you and your non-game-playing mate, or the start of a torturous evening of bickering and finger-pointing, ultimately leading to your breakup.

...SHOOTS FIRST, ASKS QUESTIONS LATER

Half-Life
Sierra ●●●●●
If you like some story to go along with your shootin', you can't go wrong with this exceptional port of a PC game hailed by many critics as the greatest game of all time. There's even a PS2-exclusive two-player episode.

Time Crisis II
Namco ●●●●
For a quick, stress-relieving gaming fix, nothing beats blasting away at your TV set using a well-made light gun (read: Guncon 2, packed in with this game). Buy one as a gift and another for yourself, then link up your PS2s to re-create that arcade experience.

Quake III Revolution
EA Games ●●●●◐
There's no better place to blast away with utter abandon than in the arenas of Quake III. Just don't let yourself get caught gawking at the gorgeous backgrounds and detailed graphics, lest you find your fanny fragged real good.

...BELIEVES STOP SIGNS ARE JUST SUGGESTIONS

The Simpsons: Road Rage
EA Games *(not yet rated)*
A blatant Crazy Taxi ripoff—but who's complaining when you've got 18 Simpsons characters, actual Springfield locales, and plenty of customized vehicles?

Smuggler's Run
Rockstar ●●●●◐
Again, it's sort of like Crazy Taxi. But with drugs. And smuggling. And running. OK, no running—unless you're talking about running from the law and other smugglers as you race through this game's wide-open, enormous environments.

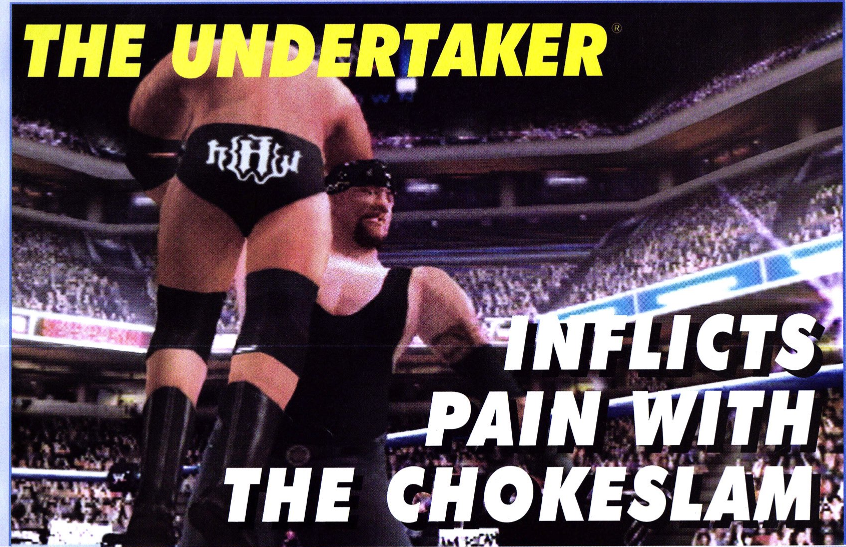
WINNER
WINNER

SIX-MAN TAG TEAM WHIPS CROWD INTO FRENZY

THE

SMACKDOWN! NEWS

Where Anything's Possible



THE UNDERTAKER®

INFLICTS PAIN WITH THE CHOKESLAM

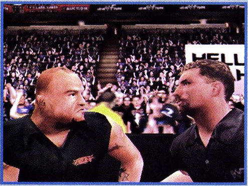
TEEN
T
CONTENT RATED BY ESRB

Mild Language
Violence

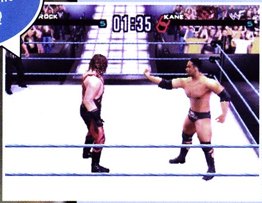
World Wrestling Federation®

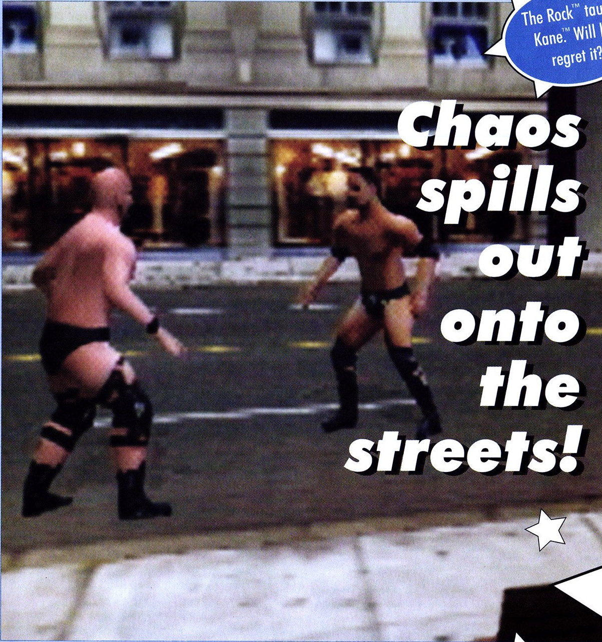
PlayStation.2

TAZZ™ AND MICHAEL COLE CALL THE RINGSIDE ACTION



The Rock™ taunts Kane.™ Will he regret it?

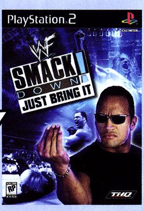




Chaos spills out onto the streets!

ALL THIS AND MORE IN...

WWF SMACKDOWN! JUST BRING IT



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THQ™
www.thq.com

PS ONE ESSENTIALS

Hey, we didn't forget all you PS one owners! With such a huge library of games, the PS one has something for everyone. So where to start? Try the *OPM* 50, which we compiled just last month, for our take on the 50 essential PS one games. Just in case you missed our last issue (and if so, why?), here it is again. Take a look, and run out to buy anything and everything on this list. You can't go wrong with any of them!

Ace Combat 2
Ape Escape
Bushido Blade
Castlevania: Symphony of the Night
Chrono Cross
Cool Boarders 2
Crash Bandicoot: Warped
CTR: Crash Team Racing
Dead or Alive
Devil Dice
Dino Crisis 2
Driver
Einhänder
FIFA 2001
Final Fantasy VII
Final Fantasy VIII
Final Fantasy IX
Final Fantasy Tactics
Front Mission 3
Gran Turismo 2
Hot Shots Golf
Klonoa
Legacy of Kain: Soul Reaver
Madden NFL 2002*
Medal of Honor: Underground
Metal Gear Solid
Mr. Driller
NHL FaceOff 2001
Oddworld: Abe's Exoddus
PaRappa the Rapper
Parasite Eve II
R4: Ridge Racer Type IV
Resident Evil 2
RPG Maker
Silent Hill
Sled Storm
Spider-Man
Spyro 3: Year of the Dragon
Street Fighter Alpha 3
Suikoden II
Super Puzzle Fighter II Turbo
Syphon Filter
Tekken 3
Tomb Raider II
Tony Hawk's Pro Skater 3*
Twisted Metal 2
Wipeout XL
WWF SmackDown! 2: Know Your Role
Xenogears
You Don't Know Jack

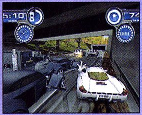
*(Updated from last year's version)

Midnight Club

Rockstar ●●●●

Seen *The Fast and the Furious*? Liked it? Wish that you too could engage in illegal pink-slip nighttime street racing, but don't quite have the, er, testicular fortitude to follow through? Then this is the game for you!

...YEARNS FOR A NEW TWIST ON OLD FAVORITES



Spy Hunter

Midway ●●●●◖

The '80s are back! No, not big hair, shoulder pads and C. Thomas Howell. We're talking about Spy Hunter, fully rebuilt into an all-new but equally as classic action game that even manages to surpass the original.

Gauntlet: Dark Legacy

Midway ●●●◖

While it doesn't come near to capturing the multiplayer brilliance of the original arcade hit, Dark Legacy thrives as a single-player game. It may be mindless hack-and-slash action, but sometimes that's just what you need.

Baldur's Gate: Dark Alliance

Interplay *(not yet rated)*

If you like your hack-and-slash with a little more depth than Gauntlet, you might prefer Dark Alliance. While only loosely resembling the gameplay of the classic PC series, it looks gorgeous and always holds your interest.

...LIKES TO GO "XTREMELY" FAST

SSX Tricky

EA Big *(not yet rated)*

Considering we gave the original SSX a five-disc rating, we'd give Tricky a six if we could. Bigger tracks, bolder tricks, more characters and deeper interaction all add up to even more fun than the first time around.

Splashdown

Infogrames *(not yet rated)*

From Rainbow Studios, the developer behind the fabulous ATV Offroad Fury (another fine choice, by the way), comes the spectacular Splashdown. The gorgeous graphics only complement the intense, trick-laden racing.

MX 2002 featuring Ricky Carmichael

THQ ●●●●

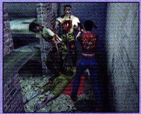
With the immense popularity of all those 'board games, the "xtremeness" of motocross has been overlooked lately. That's too bad, because Ricky provides some thrilling racing along with plenty of stomach-churning stunts.

...NOT SCARED OF A FRIGHTFULLY GOOD TIME

Silent Hill 2

Konami ●●●●◖

You smile in the face of horror. You chuckle with delight during films like *Psycho, The Shining, The Exorcist*. Well, wipe that silly grin off your face, tough guy—this game will scare even you to the core. We promise.



Resident Evil-Code: Veronica X

Capcom ●●●●◖

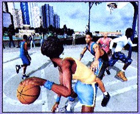
After the psychologically wounding Silent Hill, the Resident Evil series seems almost...quaint. But those pesky zombies are still some of the best at providing the quick, visceral, jump-out-atcha thrills that you so desperately crave.

Onimusha: Warlords

Capcom ●●●●

Even if this were just "Resident Evil with swords," that'd be plenty good for some gamers. But Onimusha's brilliant cinemas, great puzzles, satisfying action and hordes of outrageous foes ensure that this is much, much more.

...SHOUTS AT THE TV WHEN HIS TEAM IS LOSING



NBA Street

EA Big ●●●●●

A sports game that's perfect for any type of gamer, NBA Street is so fresh and so *street* that it might start to affect your vocabulary. But you better check yourself, because you'll have to back up all that trash talk with some mad game.

Madden NFL 2002

EA Sports ●●●●◖

If you love realistic football so much that you wear a helmet and jersey while playing it, then you're a dork. Get a life. For the rest of you: Madden 2002 is the best football you'll find this year. You won't be disappointed.

NHL 2002

EA Sports ●●●●◖

Canada's dollar may be worth 30 U.S. cents, but their national sport in video game form has never been worth more. This is as close as you'll get to the energy and feel of the old Sega Genesis hockey classics.

FIFA 2002

EA Sports ●●●●◖

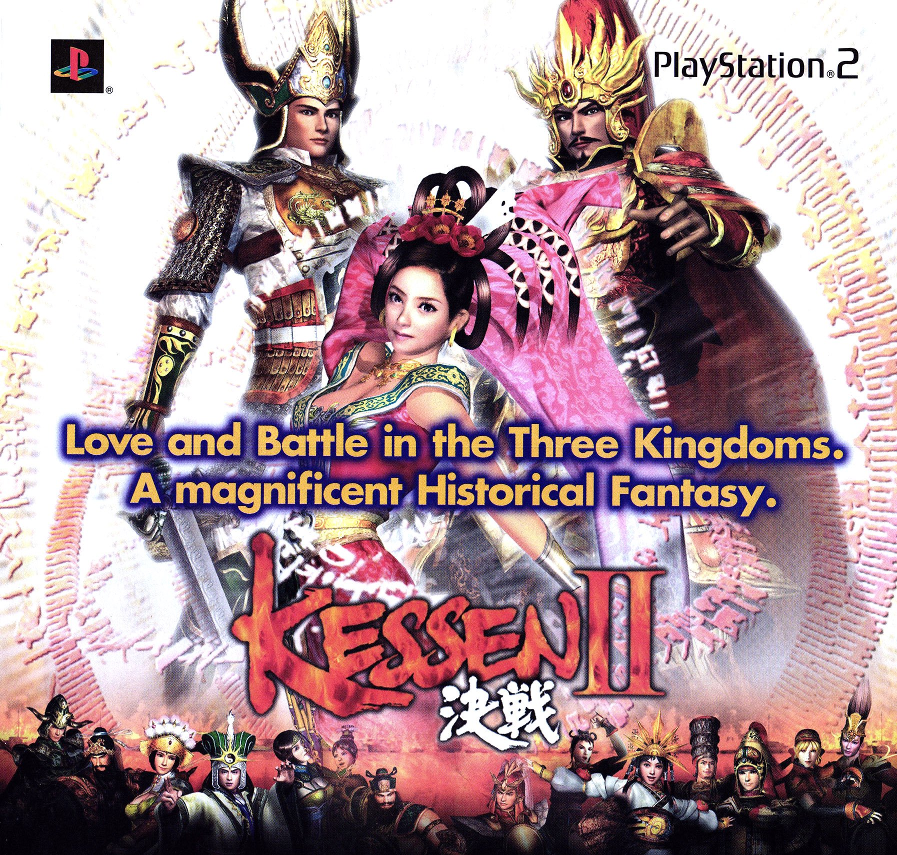
Last year's FIFA was a great game, but it pales in comparison with the latest version. It now features more licenses, properties and tournaments than you could possibly know what to do with. Even soccer moms will love this.

...BELIEVES IT'S PHYSICALLY POSSIBLE TO DO A DOUBLE-JUMP

Jak and Daxter

Sony CEA *(not yet rated)*

In some ways, this is just the evolution of the 3D platformer. But in other ways, Jak and Daxter is unlike anything you've ever seen before. From Naughty Dog, the minds behind the Crash Bandicoot series, Jak and Daxter is packed with great personality and even better gameplay. This may very well be the best free-roaming platformer yet.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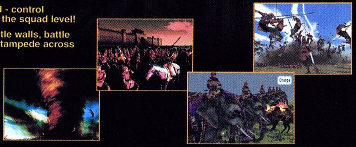

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Snip-n-Shop CHECKLIST

...WANTS ONLY THE BEST OF THE BEST
- ☐ Metal Gear Solid 2
- ☐ Ico
- ☐ Gran Turismo 3: A-spec
- ☐ Twisted Metal: Black
- ☐ Devil May Cry
- ☐ Grand Theft Auto III
- ☐ Tony Hawk's Pro Skater 3
- ☐ Escape From Monkey Island

...HAS WAY TOO MUCH AGGRESSION
- ☐ Dynasty Warriors 3
- ☐ Capcom vs. SNK 2
- ☐ Tekken Tag Tournament

...CAN'T STAND PLAYING ALONE
- ☐ TimeSplitters
- ☐ WWF SmackDown! Just Bring It
- ☐ The Adventures of Cookie & Cream

...SHOOTS FIRST, ASKS QUESTIONS LATER
- ☐ Half-Life
- ☐ Time Crisis II
- ☐ Quake III Revolution

...BELIEVES STOP SIGNS ARE JUST A SUGGESTION
- ☐ The Simpsons: Road Rage
- ☐ Smuggler's Run
- ☐ Midnight Club

...YEARNS FOR A NEW TWIST ON OLD FAVORITES
- ☐ Spy Hunter
- ☐ Gauntlet: Dark Legacy
- ☐ Baldur's Gate: Dark Alliance

...LIKES TO GO "XTREMELY" FAST
- ☐ SSX Tricky
- ☐ Splashdown
- ☐ MX 2002 featuring Ricky Carmichael

...NOT SCARED OF A FRIGHTFULLY GOOD TIME
- ☐ Silent Hill 2
- ☐ Resident Evil–Code: Veronica X
- ☐ Onimusha: Warlords

...SHOUTS AT THE TV WHEN HIS TEAM IS LOSING
- ☐ NBA Street
- ☐ Madden NFL 2002
- ☐ NHL 2002
- ☐ FIFA 2002

...BELIEVES IT'S PHYSICALLY POSSIBLE TO DO A DOUBLE-JUMP
- ☐ Jak and Daxter: The Precursor Legacy
- ☐ Klonoa 2: Lunatea's Veil
- ☐ Rayman 2 Revolution

...THINKS DRIVING IS A TRUE SPORT
- ☐ F1 Championship
- ☐ NASCAR Heat
- ☐ Moto GP

...WANTS TO BUILD A BETTER WORLD
- ☐ Dark Cloud
- ☐ Harvest Moon: Save the Homeland
- ☐ Theme Park Roller Coaster

...PRETENDS THE LIVING ROOM COUCH IS A ROCKET SHIP
- ☐ Zone of the Enders
- ☐ Star Wars: Starfighter
- ☐ Silpheed: The Lost Planet

...HAS A HANKERING FOR SOMETHING DIFFERENT
- ☐ Stretch Panic
- ☐ Monster Rancher 3
- ☐ Unison
- ☐ Fantavision

Klonoa 2: Lunatea's Veil

Namco ●●●●◐

Memo to gamers everywhere: Don't let this second Klonoa game fall into obscurity like the first one did. Otherwise, you'll miss out on some of the finest on-rails platform action ever, starring an irresistible, floppy-eared, cel-shaded, gibberish-talking, uh, rabbit thingy.

Rayman 2 Revolution

Ubi Soft ●●●●●

You'll be forgiven if you forget that Rayman 2 Revolution is essentially just a 3D platform game. Why? Because its expansive world, effortless control and gorgeous graphics will surely immerse you in a way that few platfomers ever have.

...THINKS DRIVING IS A TRUE SPORT

F1 Championship

Ubi Soft ●●●●

If the words "F1 simulator" leave you cold, then this isn't a game you even need to think about. But if the thought of realistic F1 racing gets you positively atwitter, well, this is the only game worth considering—and a solid one, at that.

NASCAR Heat

Infogrames ●●●●

Pos 9/24
Lap 1/3
DUPONT
122
KPH

Round and round and round we go; why Nascar's so popular, nobody knows! But who are we to judge? So here it is: the best PS2 Nascar game, jam-packed with a robust collection of drivers and plenty of challenges to keep you busy.

Moto GP

Namco ●●●●

For those who think two wheels are better than four, Moto GP provides a remarkably accurate simulation of racing 500cc bikes. From that special motorcycle "feel" to the sharp graphics to the impressive replay mode, Moto GP really captures the essence of bike racing.

...WANTS TO BUILD A BETTER WORLD

Dark Cloud

Sony CEA ●●●●◐

The world is in ruins, devastated by the Dark Genie. What to do? Rebuild it, natch—but this time, make it even better. Dark Cloud's engaging mix of dungeon-crawling action, story-driven role-playing and strategic world-building will let you do just that.

Harvest Moon: Save the Homeland

Natsume ●●●●

OK, so it's not the whole world that's at stake here. More like a small farm in a small town. But during your time spent tending your crops, chatting with the townsfolk, and searching for a way to save the village, you'll definitely feel like Harvest Moon has taken over *your* entire universe.

Theme Park Roller Coaster

EA Games ●●●●

Can't build a better world without a decent roller coaster, right? Well, not only can you do that with this game, but you can also "ride" your coasters to test them out. Oh, and while you're at it, you can build an entire theme park too.

...PRETENDS THE LIVING ROOM COUCH IS A ROCKET SHIP

Zone of the Enders

Konami ●●●●◐

Please, no more blather about not wanting to shell out $50 just for the Metal Gear demo that's packed in with ZOE. Kojima's "other" masterpiece deserves recognition on its own for its superb gameplay, stunning graphics and sublime control. Sure, it's a tad short, but it's still space combat at its finest.

Star Wars: Starfighter

LucasArts ●●●●◐

Granted, Star Wars fans simply *need* this game. But you know what? Even if you couldn't care less about Lucas' opus, you can't dismiss Starfighter's tight control, terrific gameplay, astounding battles and epic feel.

Silpheed: The Lost Planet

Working Designs ●●●◐

Graphically, this space shooter still serves as a nice showcase for the power of the PS2. Gameplay-wise, it's rather straightforward—simply shoot and avoid getting shot. But isn't that all you really need for a good shooter, anyway?

...HAS A HANKERING FOR SOMETHING DIFFERENT

Stretch Panic

Conspiracy ●●●◐

Everybody likes boobies, right? Well, get this: One of Stretch Panic's objectives is to pinch, pull and eventually pop the chestal regions of some unnaturally endowed gals. In fact, you can stretch and pull just about anything in this game, including the colorful environments.

Monster Rancher 3

Tecmo ●●●●

With its innovative breeding, training and battling regimen, Monster Rancher 3 manages to tap into the doting parent in everyone. Plus, you spawn monsters from CDs and DVDs! Pick this one up, and you'll soon be scouring your collection to unleash as many unique beasties as possible.

Unison

Tecmo ●●●◐

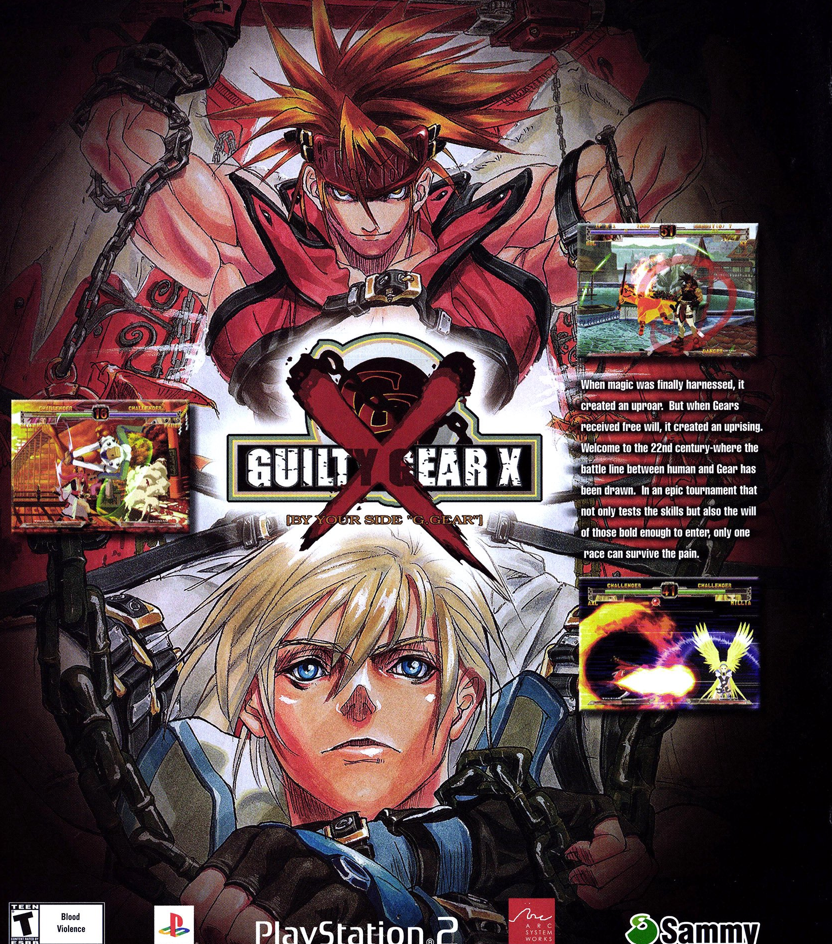
Break out a pack of Lactose pills, because you're likely to get a bit queasy from all the cheeseball antics in this quirky music game. But if you can handle it, you'll have an absolute blast dancing along to Unison's infectious beats.

Fantavision

Sony CEA ●●●●

Link together fireworks to set off chain reactions in this oddly relaxing puzzle game. Not very deep, but a feast for the eyes, especially in the fantastic replay mode.

IT'S NOT WHAT THE FUTURE HOLDS, BUT WHAT IT LETS GO.



When magic was finally harnessed, it created an uproar. But when Gears received free will, it created an uprising. Welcome to the 22nd century-where the battle line between human and Gear has been drawn. In an epic tournament that not only tests the skills but also the will of those bold enough to enter, only one race can survive the pain.

TEEN
T
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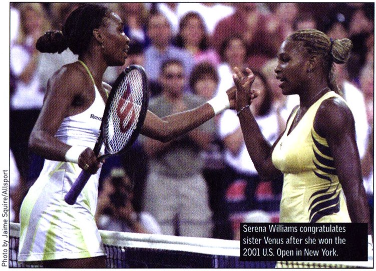
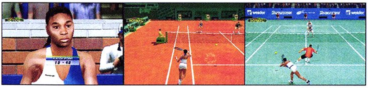


Serena Williams congratulates sister Venus after she won the 2001 U.S. Open in New York.

Photo by Jaime Squire/Allsport



(Dreamcast Screens)

Sega Sisters

Venus and Serena are served up as Tennis 2K2 covergirls

Sega Sports couldn't have written a better script for their Gamer's Day in New York last month.

First, they announced their robust PS2 sports lineup for the next two years, which includes November releases of NFL 2K2 and NBA 2K2. Then they revealed plans to make NFL and NBA 2K3, along with 2K3 versions of NHL, NCAA Football and World Series Baseball.

Sega closed the event by unveiling Tennis 2K2, a spring release that will feature tennis star sisters Venus and Serena Williams on the cover. For those hungry for a PS2 tennis game, there's reason to rejoice. Tennis 2K2 is the followup to the Dreamcast's critically acclaimed but commercially overlooked Virtua Tennis. That game was fast, arcadey and had lots of depth—though it didn't feature women's tennis.

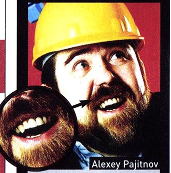
The timing of the announcement couldn't have been better: Two days later, the Williams' sisters stomped their way through the competition to compete in the U.S. Open finals. The winner? Venus took her second straight U.S. Open, (6–2, 6–4). Still, while the Williams sisters are an obvious and wise choice as covergirls, is it so wrong for us to have wanted the dreamy Ms. Anna Kournikova's picture gracing the game?

GAME DEVELOPERS*

(*WITH MOUSTACHES)

Though you might not be familiar with Russian game developer Alexey Pajitnov, you're no doubt familiar with his brainchild: Tetris. If not, where've you been the past 15 years? Tetris is the most popular, most-cloned puzzle phenomenon in gaming history. Pajitnov came up with the concept in 1985 while in his small studio apartment in Moscow. Tetris was originally created on a Russian PC format, but has since been released on virtually every format known to man—and has addicted millions along the way.

Since the original Tetris, Pajitnov has been looking for new ways to capture gamers, creating some new concepts (like Hatris) and overseeing development on new incarnations of Tetris (like The Next Tetris on the PS one). But no matter what he does these days, he'll always be looked upon as the father of the greatest puzzle game ever. And as a guy with a delightfully beefy moustache.



Alexey Pajitnov

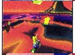
Games he's worked on: Tetris (multiple platforms), Welltris (PC), Hatris (NES), Super Tetris (PC), The Next Tetris (PS one), Pandora's Box (PC)

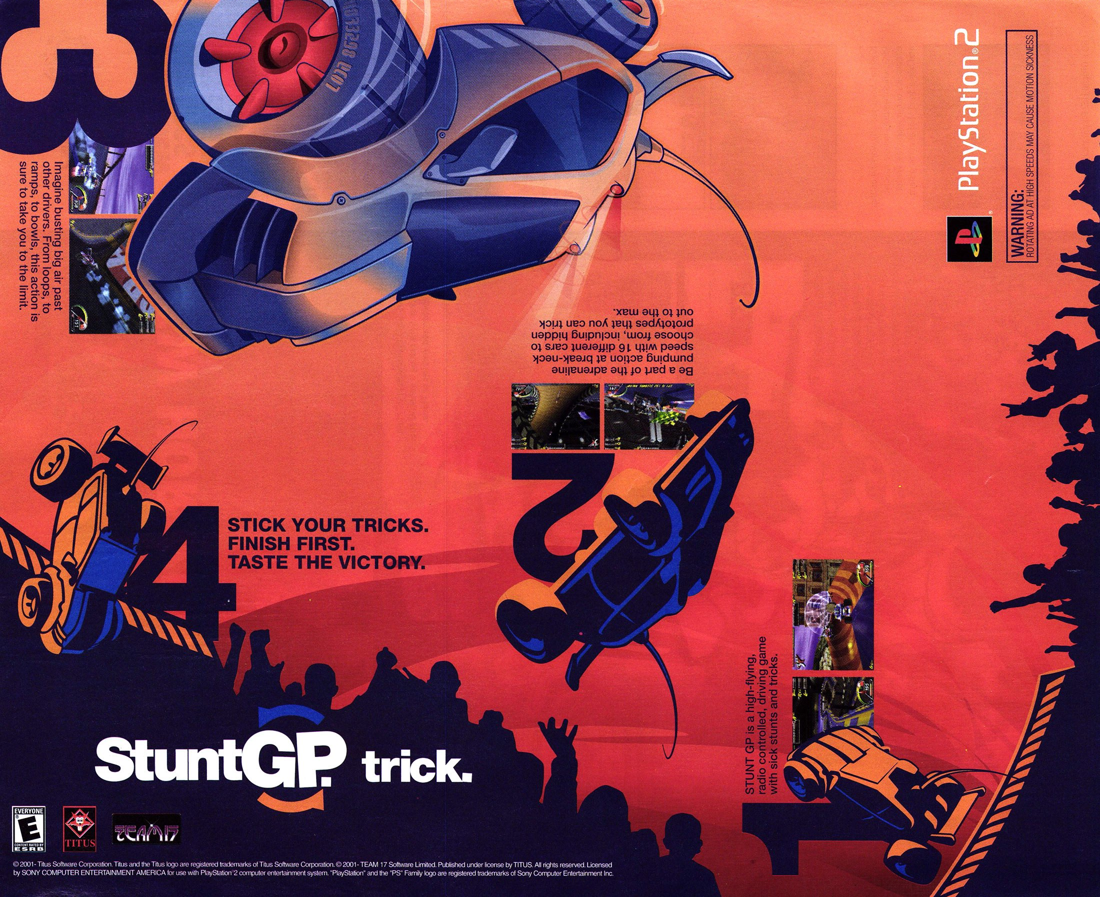
Moustache Rating: 7

Photograph by Karen Moskowitz

FALSE STARTS

For almost as long as the PS one has been around, Naughty Dog has been one of the bright lights of game design. From '96 through '99 they released an exceptional Crash game every year, like clockwork. Now they're poised to make as strong a mark on the PS2 as they did on the PS one. But Naughty Dog hasn't always been at the vanguard of game development. Once upon a time Jason Rubin and Andy Gavin made games out of their parents' garages, and while the products of their labor were always unusual, they weren't always all that great. Come with us as we trace the history of this groundbreaking studio—now a wholly owned part of Sony CEA. Can you think of any examples of game studios with a similarly intriguing past (the more embarrassing, the better)? Send 'em to us at opm@ziffdavis.com with the subject FALSE STARTS.

	Title	The Game	The Pros	The Cons
	Ski Crazed 1986 – Apple II	Then known as Jam Software, Naughty Dog earned a whopping $250 for this early skiing title.	Includes a "Make-a-Slope" construction set and exactly three tricks.	Err...it was released on the Apple II?
	Dream Zone 1987 – PC, Apple IIGS, Amiga, Atari ST	Naughty Dog is sheepish about this graphic adventure: "Dream Zone was a weird game. We were weird kids."	A graphic adventure that came out while graphic adventures were hot...	...but not a particularly good one.
	Keef the Thief 1989 – PC, Apple IIGS, Amiga, Atari ST	An RPG that evolved into a parody when Naughty Dog submitted what they thought would be filler text to EA.	Good graphics for the time, some instances of really odd humor.	The absurdity overwhelms the gameplay.
	Rings of Power 1992 – Sega Genesis	A remarkably huge and complex RPG with an unusual isometric perspective.	Enormous and nonlinear, this game brings to mind the early Ultima titles for the PC.	It's very, very, VERY difficult. And huge. And difficult. Plus the control is none too intuitive.
	Way of the Warrior 1994 – 3DO	A surprisingly complex fighting game featuring digitized characters in the style of the early Mortal Kombats.	Takes fatalities and other secrets to an extreme.	Extremely goofy, and extremely derivative of the MK series.
	Crash Bandicoot 1996 – PS one	**The legend begins: a 3D platformer with the focused feel of a 2D game.**	**Fantastic graphics, some good variety, plus truly classic gameplay.**	**Gets exceptionally difficult in places, poorly implemented save system.**
	Crash Bandicoot 2: Cortex Strikes Back 1997 – PS one	Crash returns for his second adventure.	Better graphics, bigger and better levels (and more of them).	In places, evokes a "more of the same" feel.
	**Crash Bandicoot: WARPED** 1998 – PS one	The third and final Crash platformer on the PS one.	Significantly more variety, with amazing-looking jetski and flying levels.	Not a lot to complain about; if you like Crash, you will love this game.
	CTR: Crash Team Racing 1999 – PS one	Kart racing featuring characters from the Crash universe; the last Crash game to be developed by Naughty Dog.	Excellent engine, with surprising depth and topnotch multiplay.	Obviously derivative of the Mario Kart series.
	Jak & Daxter: The Precursor Legacy 2001 – PS2	At last, a fully free-roaming 3D platform adventure.	Astounding graphics; what appears to be a great deal of variety in setting and gameplay.	The "manufactured" style leads critics to wonder if the game might be full of platformer clichés.



STUNT GP is a high-flying, radio controlled, driving game with sick stunts and tricks.

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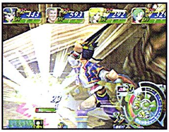
MORE NEW PS2 RPGS REVEALED

Aside from Suikoden III and Kingdom Hearts, some other big-name RPGs are finally being shown off in Japan. Below is a look at a few of the latest.

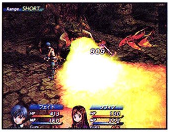
GRANDIA EXTREME

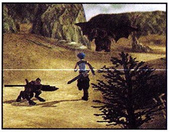
Even though part 2 has yet to hit the U.S., the third Grandia installment has already been announced. The game will be out in Japan next spring.



STAR OCEAN 3

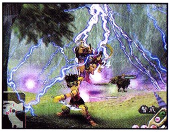
This highly anticipated sequel is finally being shown in Japan, where it hits next March. This time around the entire game will be rendered in 3D.





HOSHIN ENGI 2

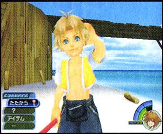
Koei has been secretly working on this RPG, which features insane special effects. It's out in Japan this winter and has a good shot at coming here.

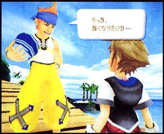


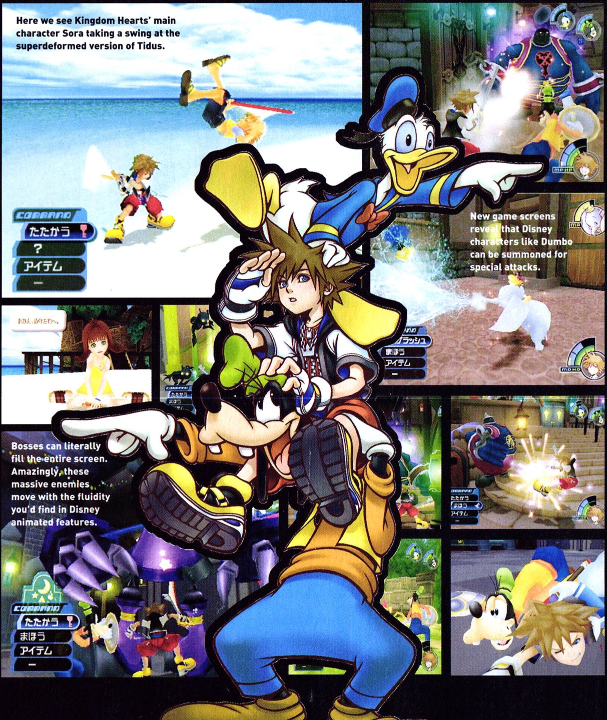
NEW HORIZONS FOUND

There's a lot more to Kingdom Hearts than previously thought

Square wasn't kidding when it claimed that Kingdom Hearts would be a true convergence of Disney and Final Fantasy. Not only are there Disney characters in the game (due out in fall 2002), but we've discovered that Final Fantasy characters will also make appearances! So far we've spotted Tidus and Wakka from FFX and Selphie Tillmit from FFVIII. These Final Fantasy characters have all been redrawn in the superdeformed art style to match the rest of the characters in the game. What other Final Fantasy characters might show up? Wait and see...







Here we see Kingdom Hearts' main character Sora taking a swing at the superdeformed version of Tidus.

New game screens reveal that Disney characters like Dumbo can be summoned for special attacks.

Bosses can literally fill the entire screen. Amazingly, these massive enemies move with the fluidity you'd find in Disney animated features.

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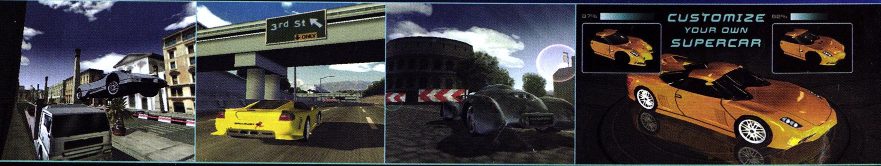

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PlayStation 2

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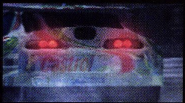
It's difficult to appreciate some of the greatest tourist destinations in the world when you're racing through them at 225 mph. But with over 30 different racecourses and cars from the world's top manufacturers which are created according to the exact specifications of their real-life counterparts, you'll feel like you could. Besides, when the competition starts battling with you for every inch of space on the track, you won't have time to see the sights. However, you can test your skills in the intense arcade mode or the simulation mode, where true car fanatics can supe-up their cars to no end. So don't worry about packing all your things, because if you're good, it'll be a short trip.



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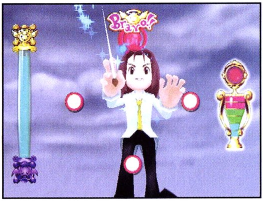
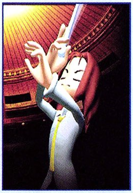
Bravo Symphony
Sony CEJ, PS2



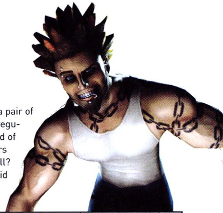
You're hot stuff at Dance Dance Revolution. An ace at Para Para Paradise. A virtual Ringo on Drummania. What music game is there next to conquer in Japan? If Sony has its way, the next big thing will be...an orchestra-conductor sim. That might seem odd, but then again, this comes from a company that released a game based around the life of a mosquito (Ka). At first glance, Bravo Symphony appears to be your standard Bemani (Konami's music series) game. Four buttons on screen match up with the four buttons on the controller, and you have to hit them at the correct time to conduct 34 famous symphonies, such as the *William Tell Overture*. Bravo Music does have a nice little twist, though. Thanks to the Dual Shock 2's analog function, softly pressing the buttons lowers the volume of the music, while pressing hard makes the orchestra play louder. This lets you have a little freedom with your interpretation—or, as is more likely, allows you to murder the classics. And despite the more highbrow material than your average Bemani game, Bravo Symphony does have a comical approach, with performances scheduled at alien landing parties, and lion drummers among your, um, diverse orchestra. Bravo Symphony was released in Japan in October and (surprise!) it'll never make it to the U.S.

YOU MEAN THERE'S MORE?

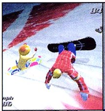
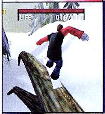
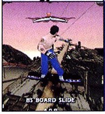


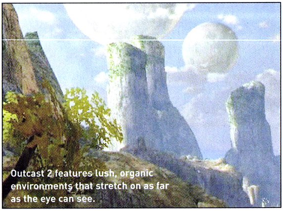
Believe it or not, there are two other conductor sims in Japan: Maestro Music for the PS one and its sequel Maestro Music 2 for the PS2. Both games also boast a unique baton peripheral that defies any polite description. Rather than Bravo Symphony's button-based approach, Maestro Music asks players to use the baton to match the complex motions on the screen. On the plus side, the game is more realistic because you have to re-create the correct motions of a conductor. On the other hand, you'd look pretty silly waving that stick around all afternoon.

Slippery Slope

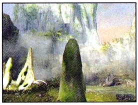


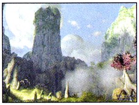
This November brings a whole new set of snowboarding options to your PS2: a pair of sequels and a pair of originals. Which one to buy? Well, are you goofy foot or regular foot? Are you more impressed by speed, tricks, story or simulation? Instead of the usual copycat antics of genres past, this cast of snowboarding games offers something different at every turn. Will Tricky continue to dominate the snowhill? Our early indications point to yes. But will it crush the underclassmen like it did last year? Not a chance. Here's a quick glance at Tricky and the three games that will try to dethrone it as the King of the (Snow) Hill.

	SSX Tricky EA Big *November*	Tricky's schtick: Tricks, speed and lots of personality. But now, with Uber tricks, it's even crazier. "SSX knocked the world on its butt last year as the best original title for the PS2, and Tricky will follow in its footsteps as another must-have game," says Otis Perrick, EA's marketing manager. "We think everyone will have fun playing SSX Tricky because it's original, trendsetting and, most of all, fun."	At launch SSX defined what snowboarding would be on the PS2. The sequel is going to redefine that. Tricky is a perfect arcade experience for both hardcore and first-timers.
	ESPN Winter X Games Snowboarding Konami *January 2002*	X Games' schtick: Part sim, part arcade, features 31 courses, and has a shockingly deep create-a-boarder. "This is the snowboarding game that many pro snowboarders play," says product manager Dave Zemke. "Its got the best trick system and the most realistic moves in any snowboarding game. Plus, we have courses that take you farther out, with more fun twists and whacked things to ride."	Last year X Games was packed with problems, but it always looked wonderful. Now the flaws are fixed and the trick set is burlier. This simulation snowboarder will win lots of fans.
	Dark Summit THQ *November*	Summit's schtick: a mission-based adventure. You'll outrun authorities, do tricks, and crash through stuff to open chairlifts and conquer the mountain. "Dark Summit isn't a cookie-cutter rehash of every other snowboarding game out there," says producer Kirsten Forbes. "It's a dramatic and sexy new take on snowboarding that pits a single, strong-willed heroine named Naya against the authorities."	Getting chased by the law down a mountain on a snowboard makes us tingle. The storyline separates this from the non-narrated competition. And main dame Naya has lots of game.
	Shaun Palmer's Pro Snowboarder Activision *November*	Palmer's schtick: a no-race, trick-based snowboarding game with tight, familiar Tony Hawk-style control. "Shaun Palmer's Pro Snowboarder puts players in the boots of the world's best-known athletes and gives them a chance to shred down the mountain and trick off of anything in the environment," says producer Michael Fletcher. "We're capturing the culture of the sport from authentic gear and real-world resorts."	Right off the bat you feel at home with Palmer because of the familiar control. But it's not THPS on a snowboard. It's tricks and goals while speeding down huge mountains.



Outcast 2 features lush, organic environments that stretch on as far as the eye can see.





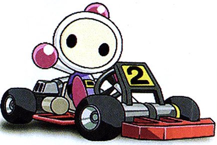
Outcast Sequel Shown on PS2

Released on the PC in late 1999, Outcast was widely regarded as a technical marvel thanks to its massive landscapes and amazing sight distance. Although flawed in some regards, the game captured the interest of the PC gaming community. That's why we're quite happy to hear that its sequel is currently being developed for the PS2. Belgian coders Appeal have the tough job of pulling the most they can out of the PS2. If early screens are any indication, they're certainly up to the task. Appeal states the game will have a spectacular sight distance along with visual goodies like volumetric and particle fog and noticeable details like grass swaying in the wind.

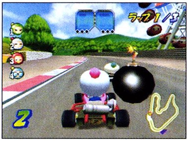
Outcast 2 once again puts you in the role of superhero Cutter Slade, who has to deal with a conflict between high-tech invaders and a nature-based Talan civilization on the planet Adelpha. The game also features a soundtrack recorded by the Moscow Symphonic Orchestra. We'll have a full preview of the game in a future issue.

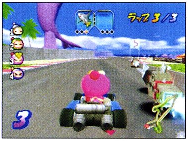
BOMBS AWAY!

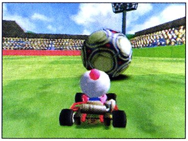
Bomberman is set to make his PS2 debut in a new kart racer



Japanese developer Hudson has revealed its latest Bomberman title for the PS2: Bomberman Kart. The game, which features a bunch of characters from the Bomberman universe speeding around in the typical kart racing style, hits Japan this December (and will likely make it to the U.S. soon after courtesy of a yet-unknown third-party publisher). Bomberman Kart will also have a few minigames, including Bomberman Soccer and Tunnel Racing. And for hardcore racing fanatics, the game will even support the GT Force steering wheel. Let's just hope it turns out to be a bit better than Bomberman Fantasy Race for the PS one (to which we gave a mediocre two and a half discs back in Issue 19).







Ubi Soft Presents
WIN a Trip to Hawaii
to surf with guru Sunny Garcia
...and other cool prizes!

Hang Ten
HONOLULU

To celebrate the release of its new PS2 game, Sunny Garcia Surfing, Ubi Soft has whipped up a radical contest just for *OPM* readers! Enter for a chance to win a trip to Hawaii and a surfing lesson with Sunny Garcia himself! And that's not all. We've got plenty of other cool prizes too!

To Enter: Send a postcard with your name and contact info to:
Ubi Soft Entertainment
c/o Sunny Garcia
Surfing Sweepstakes
625 Third St., 3rd Floor
San Francisco, CA
94107

GRAND PRIZE
2 airline tickets to Hawaii
1 hotel room for four nights
1 BYB surfboard
2 pairs of Spy Optics sunglasses
2 pairs of No Fear boardshorts
2 Sunny Garcia Tattoo T-shirts
2 Sunny Garcia Surfing PS2 games
Plus, a surfing lesson with Sunny Garcia!

FIRST PRIZE
1 BYB surfboard
1 pair of Spy Optics glasses
1 pair of No Fear boardshorts
1 surf bag by FCS filled with goodies
1 Sunny Garcia Surfing PS2 game

RUNNER-UP PRIZES (5)
1 Sunny Garcia Tattoo T-shirt
1 Sunny Garcia Surfing PS2 game

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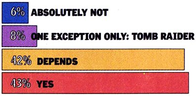
For the official contest rules and regulations, turn to page 193.

PLAYSTATION UNDERGROUND POLL

Should games be made into feature films?



WHAT EVER HAPPENED TO...

DUKE NUKEM

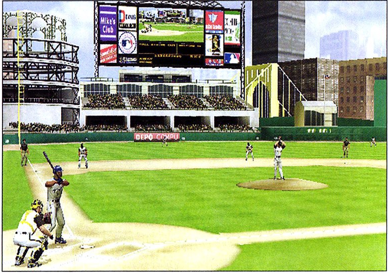
Announced in early 2000, Duke Nukem: D-Day for the PS2 was originally planned to be one of Rockstar's premiere titles on Sony's new console. Coming from developer n-Space (the guys who handled Duke Nukem: Land of the Babes and Time to Kill for the PS one), this PS2 Duke installment was said to once again feature a third-person perspective and, of course, sport great graphics. This news no doubt had both Duke fans and PS2 action fans incredibly excited.

But since the original announcement, we've heard nothing whatsoever about the game. Just recently we found out why.

Apparently, n-Space is having some serious financial troubles, causing development on the game to pretty much grind to a halt. Because of this, Rockstar has instead decided to port the upcoming PC title Duke Nukem Forever to the PS2 (which could be a blessing for PS2 Duke fans—Forever is likely a much better game). The PS2 version should hit in the summer of 2002. As for D-Day, Rockstar says the game will still happen at some point. But we say don't hold your breath.

Wanna get the scoop on a game that's fallen off the radar? Then, just send an e-mail to opm@ziff-davis.com with the subject "What Ever Happened to..." and we'll look into it for you.

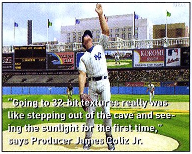
A p[illegible] the PC ti[illegible]ke Nukem [illegible]r is now [illegible]ng to the [illegible] instead. You [illegible]uld be happy about that.



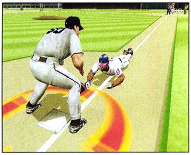
THE HEAT IS ON

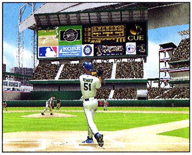
A first look at next year's High Heat 2003

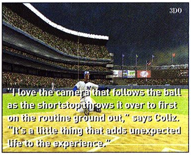
The World Series might have just gotten under way, but we know some baseball diehards are already missing the sweet anxiety of the pennant race (particularly Cubs fans). That's why we called 3DO, the makers of some top-quality video game baseball, to see what they have cooking for High Heat 2003 (PS2). But they didn't just tell us what was coming—they decided to *show* us. Is it any wonder that we're already anticipating spring training?



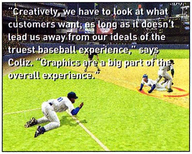
"Going to 32-bit textures really was like stepping out of the cave and seeing the sunlight for the first time," says Producer James Coliz Jr.



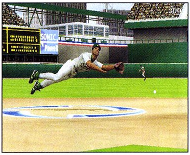




"I love the camera that follows the ball as the shortstop throws it over to first on the routine ground out," says Coliz. "It's a little thing that adds unexpected life to the experience."



"Creatively, we have to look at what customers want, as long as it doesn't lead us away from our ideals of the truest baseball experience," says Coliz. "Graphics are a big part of the overall experience."



OVERHEARD

"They were getting a little tired of [them], and frankly so were we."

—3DO's CEO Trip Hawkins admits that even he doesn't like Army Men anymore

DATA STREAM

Sega Does Lupin

Having finished Vampire Night, Sega's WOW Entertainment division is working on an arcade shooter based on the Japanese anime *Lupin*. A PS2 version is likely at some point.

Psyvari—what?

Success is porting its arcade shooter Psyvariar to the PS2 for a release this winter in Japan. The home version will feature upgraded graphics. No word yet on a U.S. release.

Taito's Shikigami

What's this, another shooter for the PS2? Yup, Taito will release a port of the arcade game Castle of Shikigami on the PS2 next spring in Japan.

Namco Goes Dark

Namco has revealed its latest arcade racer in Japan, which is almost an exact replica of the Tokyo Xtreme Racer series. Titled Wangan Midnight, the game hits Japan this winter. A PS2 port is already planned.

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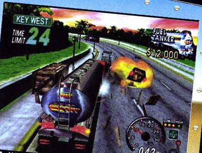
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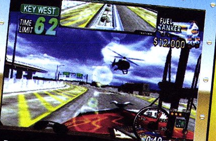
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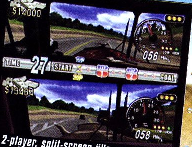
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VIOLENCE

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Explore the mystery. Unlock the power.

A full featured RPG set in 4 beautiful and deep elemental forests.

Battle with up to 8 monsters at a time using the innovative combat system.

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Become the Master.

Guide Kahu through the ancient and eternal forests of the four elements, to rid himself from the Karma parasite and save humanity from extinction. With his powers of monster magic and his sidekick Nico, he must build an army of monsters, find the four orbs of sacred power and exterminate the Karma from the world.

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OGLOP
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R. Clayton

Illustration by Rob Clayton

GAME JOBS TRANSLATION

Localizing a Japanese game for the U.S. takes more than just words

ナックル

A rather simple Japanese word, pronounced *nak-ku-ru*, easily recognizable as knuckle. And yet it's not so simple. In this particular case, *nakkuru* refers to a monk's claw-like weapon. So, does "knuckle," the most literal translation, accurately capture the meaning? Wouldn't something like "claw" or even "bladed knuckles" be better? And if you go with "knuckle," do you pluralize the word despite its singular form in Japanese?

Welcome to Brody Phillips' world. A localization specialist at Square EA, Phillips is one of Square's team of about six dedicated staffers charged with taking a Japanese game and translating it into English. And as Phillips tells us, this seemingly innocuous example isn't an isolated problem. "There are literally uncountable instances of that kind of thing happening," he says.

Which is understandable, given that localization should go far beyond just a literal translation. Anyone who's played a poorly translated game, especially a text-heavy RPG, knows how jarring—and even unintentionally funny—a bad localization job can be. Word-for-word simply isn't good enough. The best localizations need to consider nuance, speech patterns, colloquialisms, humor and more.

"We have to take care of the characterization, the distinct patterns—the essence of the characters that are in the game," Phillips explains. "If one character starts out as a British guy in the beginning but talks like a New Yorker in the end, then you've got a problem there. We standardize all the characterizations. We make sure all the item names fit what they should be in English."

Localization specialists also have to look out for cultural differences—like, say, a joke that's acceptable in Japan but a bit too risque over here. In those cases, an entire passage might have to be completely rewritten. Of course, when that happens Square (and other publishers) sometimes faces backlash from certain fanboys who parse each line of text, but Phillips remains unfazed. "Just because we're translating a Japanese game doesn't mean we're only turning it into English," Phillips says. "We're trying to sell a product to the American market. We cater to the hardcore fans as much as possible, but when the two come into conflict, we'll pick the option that suits the general public."

Along with a love for games, Phillips counts two skills as essential for doing his job. First, and most obvious, is a solid foundation in the Japanese language and culture. But equally as important is a facility with the English language. "The final product is in English," Phillips explains. "So if you don't have good English writing skills, punctuation, grammar—if you can't do that kind of thing—then it'll be hard to find a place that'll take you." On the other hand, Phillips tells us that coding skills, while beneficial, are not at all necessary. Still, he suggests that any rudimentary programming abilities are helpful and even desired in this line of work.

So how does it all get done? Phillips, who has worked on numerous Square games, including Legend of Mana and Final Fantasy IX, takes us through the process with Final Fantasy X:

Play the game. In Japanese, of course. "In the very beginning we get some early revs of the Japanese version, and we play that just to get familiar with the game," Phillips says. "It's real important to do a lot of things in that period. Like, say a character has an Osaka accent in the Japanese version; we might choose to give him some kind of accent in English, just to portray the fact that he speaks in a different way. We have to nail down all these things beforehand, before we start translating."

Consult with other departments. Along with the localization staff, Square's marketing, sales and public relations teams all take a look at early concepts and offer their feedback. "We got the early sketches of the FFX characters," says Square's marketing communications manager Kyoko Yamashita. "We all came together and gave our opinions back to the development team. Localization often takes that lead, looking into anything that's going to be sensitive, religious comments, outfits, costumes, symbols, tattoos—anything that would come to mind." Rather than bristle at this apparent "interference" from other departments, Phillips finds this feedback quite helpful. "They bring up stuff that maybe my con-

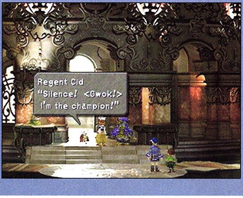
> A good localization job goes far beyond just a literal translation.

Oglop Says What?

Want some insight into the day-to-day dealings of a localization specialist? Following are some of Brody Phillips' examples of the unique challenges he faced while working on Final Fantasy IX.

In the Cards

"The name for card minigame Tetra Master in the original Japanese version was Quad Mist. Apparently someone felt that using 'Mist' was a no-no, and would leave us vulnerable to litigation. The development team was very open to change and gave us their suggestions, but after reviewing them we felt that we could do better. One of our editors came up with 'Tetra Master,' and everyone loved it. I guess the dev team liked it much better than 'Quad Mist,' because they're going to call the PlayOnline version 'Tetra Master' in all countries, including Japan."


Regent Cid
"Silence! <Gwok!>
I'm the champion!"

Buggy Text

"For 'buri-mushi,' I made up the word 'Oglop' and their sound 'gwok-gwok.' Some people were expecting something like 'Bullybugs'—a transliteration. Instead, I wanted some word that would convey the same sense of repulsiveness to Americans, so I decided to change their name completely. I still think it was a good decision, but I concede that by taking away the 'bug' suffix, I inadvertently obscured the fact that they're insects."

Double Trouble

"In the Japanese version, the jesters Zorn and Thorn have a characterization where one ends sentences in *degojaru* and the other *deojaru*. These are both corruptions of *degozaru*, which is just the archaic form of the 'be' verb (*desu/da*), grammatically required at the end of all Japanese sentences. Since English has nothing like this, we had to provide them with a consistent characterization that would be easily recognizable but not too hard to read. I suggested we make one speak with regular grammar and the other with reversed Yoda-style grammar, and I think it came out well.

"One snag: It was a nightmare trying to figure out who was who (especially between three different translators), and I spent many a midsummer's night switching their lines back and forth. Our Quality Assurance department gave them the OK, but tell me if I messed them up anywhere, OK?"

No Bones About It

"There's a supervisor in Lindblum who says something like, 'Damnit, Jim! I'm a carpenter, not a miracle worker!' This *Star Trek* reference wasn't in the Japanese version; we snuck it in there. Many other references to *Star Wars* and other random pop-culture bits were also sprinkled throughout. I'm sure you've caught a few."

Unreal Reference

"In the opening sequence at Alexandria, Puck says to himself, 'Engage according to mission parameters!' I was playing a lot of Unreal Tournament at the time and threw that one in. I'm guessing nobody noticed."

tact with Japan has desensitized me to—things that wouldn't be that acceptable here," he says. "But for the most part we catch stuff too." These changes aren't limited just to cultural differences; all kinds of legal concerns, like trademarks and copyrights, have to be considered as well.

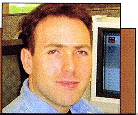
"Just because we're translating a Japanese game doesn't mean we're only turning it into English."

Divide the work. Once the game goes to market in Japan, the localization team starts the actual work on the final version. Since most Square games are far too big for one person to handle all by his lonesome, the game files are divided up. As is typical with a linear game like FFX, this division is mostly chronological—with some considerations, of course. "Some people have their own specialties," Phillips notes. "One of our editors has a real strong English background, so she's doing some of the Shakespearean characterizations of the people who speak in a more archaic way. It depends on who can do what."

Phillips stresses that the team continues to work together even after having different sections assigned to them. "Once we divide it up, we often get together or e-mail each other about problems we've come across or ways to standardize a certain menu system that pops up all over the place, things like that," he says. "We never just work on our own; we're always throwing ideas at each other."

Clean it all up. Each Square project, including FFX, has one staffer devoted solely to editing, and in some cases several others join in on this process. The editors go through the files, make comments, decide what works and what doesn't, and help smooth out any inconsistencies. While Phillips has already translated certain sections of FFX, he's mainly involved with the editing this time around "because I'm the one who started playing the game the earliest over on this side," he says. "I've edited things from all over the game just to try to give it all one big voice."

リュック：は〜……そゆことか



Name: Brody Phillips
Age: 29
Title: Localization Specialist
Company: Square EA

Here's what I do for a living!
"We basically do whatever we can to get the whole product from Japanese into English. That usually entails translating the text files that are in the game, then giving them to the development team so they can put them back into the game to make an English version."

Proudest accomplishment:
"I love the way Final Fantasy IX came out. Whenever I play a game, I always look at it and think, 'Oh, I could have done this better, I could have done that better.' But the characters in FFIX are so unique, and after playing it in English, it really strikes me as a game that doesn't seem to have been brought over from Japan. It seems to be a game that an American would come up with as far as the way the characters talk and express themselves."

So you want my job, huh?
"If you're trying to get into the games industry, there's more than just programming. It's not just computer skills. But one thing that will really get you far in this industry (and many others) is a good education. If you have some bilingual skills and a college degree, then getting your foot in the door with QA is a good idea. But if you're just out of high school and jump into QA, then it's a pretty long haul to move up from there."

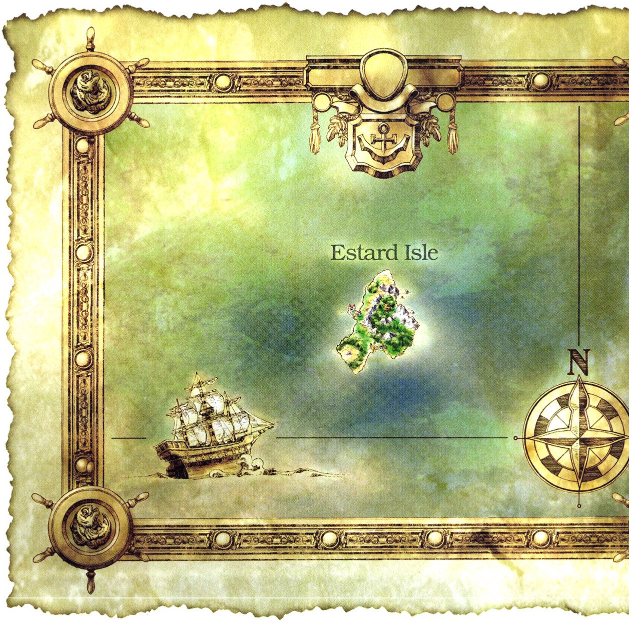
• • • •

So what are the two biggest challenges in localizing a game? "Time and space," says Phillips. Time, obviously, because of the deadline pressure of getting a game out the door on a tight schedule. But "space" is a bit more nefarious. "Unlike regular translation, we're dealing with on-screen menus, and in Japanese a complicated concept can be expressed in only two or three characters," Phillips explains. "In English we need a good, long horizontal space to fit all of it in. That's why a lot of games that are translated from Japanese end up having three capital letters and a period in the menu and text entries. Trying to do the best with what you've got is a big challenge."

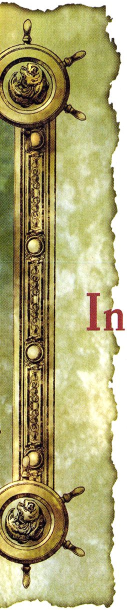
These kinds of challenges can pile up, making localization a tough and sometimes thankless task, but the work is also quite satisfying, according to Phillips. For one thing, Phillips always enjoys a nice little rush every time he walks into a store and sees one of his games on the shelf. But more than that, he gets a real kick out of the positive fan feedback to a job well done. "I'll look at message boards that fans post to, saying they really like the translation and how people talk, and that really makes me go, 'All right!' I grew up in the '80s, when some of the translations were so horrible. And I kept thinking, 'Oh my God, don't they look at these things before they release them?!' So I feel that I'm making the world a better place."

This notion really hit home at a recent party at the Metreon in San Francisco to celebrate Final Fantasy (see this month's demo disc for a video feature on the event). After witnessing the kind of intensity and devotion fans have for the series, Phillips realized that his job has immeasurable value to a wide range of folks. Sure, some people in the world have never heard of Square, but still others have gone so far as to ask Phillips for his autograph once they find out what he does for a living.

"You get blown away sometimes with the amount of respect we get," Phillips says. "And it's a really fun job."


Estard Isle
N

TEEN
CONTENT RATED BY ESRB
Mild Language
Mild Violence
Suggestive Themes



In the world, only this island is...

PlayStation
NTSC U/C
DRAGON WARRIOR
VII
TEEN
CONTENT RATED BY ESRB
2 DISCS
ENIX

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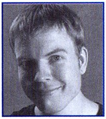
Next-Generation Driller?

Namco is working on a new Mr. Driller for the arcades using Sony's System 246 hardware. This, of course, suggests that our favorite pink hero may be making his PS2 debut soon.

RYAN LOCKHART

DON'T STOP PLAYING WITH YOURSELF!



Really now, online gaming for consoles is nothing new. XBand and Netlink connected gamers in the mid-1990s—but it wasn't until the Dreamcast, with its built-in modem, that Internet gaming on consoles seemed truly feasible. And now, with every major console offering online gameplay by the middle of next year at the latest, this "fad" is soon to become a major component of future games. But at what price?

Yes, we're years away from when online games will be the norm, but trust me when I say they're on their way. Which means we're in a real danger of seeing single-player games becoming more and more scarce.

OK, stop laughing. I'm serious. Think of it this way: Nearly every major console developer has online games in the works. Sega. Sony. EA. Squaresoft. Capcom. Microsoft. Konami. Hell, even 3DO is heavily investing in an online future. Because, frankly, that's how these companies see the future.

What worries me is the form these games will take. Like, for example, role-playing games. Interacting with other live humans puts a realistic spin on RPGs that's nearly impossible to achieve otherwise, but we lose something very important in the tradeoff: story. Yes, online RPGs have story. They might have lots of story. But as anyone who's played Everquest (or any other PC online RPG) can tell you, the story there is nothing more than weak glue trying to hold together the overall continuity. Online games are meant to grow far past the constraints of a prescripted plotline—they're meant to evolve as the players do. And, as a fan of rich storylines, that scares the crap out of me.

True, I might be overreacting. Then again, if you told me a few years ago that Square would be making an online-only Final Fantasy, I would have laughed in your face. And yet, if FFXI does well enough, don't be surprised to see Square's focus turn toward online and away from single-player releases. And what about action games? There's a good chance you're going to see the word *online* next to some of your favorite titles one day. Don't scoff at the idea of an upcoming Resident Evil or Metal Gear with strictly Internet play.

And why not? Companies love online games because that means they can charge a monthly fee—something we've already seen with Phantasy Star Online Version 2's $15 for three months of play. Early rumblings suggest Square will charge quite a bit more than that for Final Fantasy XI. Sure, you pay this fee to cover server costs and the like, but at least a small portion is profit—and a game that makes money month after month is an enticing idea for any publisher...

But it's not just the monthly charge that bothers me. I'm most nervous that developers will devote too much energy and resources to online games, and that single-player releases will suffer because of it. Of course, not all of them could be replaced with online versions. Just look at Ico or Deus Ex for proof of that—these are experiences only single-player games can deliver. But we potentially might see less of them. And I find that idea very disturbing.

When he's not working on PS2 titles for Seven Studios, Ryan Lockhart (ryan_zwei@yahoo.com) plays games to be antisocial. And, strangely enough, he's proud of that fact.

PLAYSTATION APTITUDE TEST

1. Who of the following is an actual villain in the Metal Gear universe?
a. Yessir Im'phat
b. Mortimor Ghadafi
c. Sodamn Insane
d. Higharolla Kockamamie

2. Solid Snake's real name is...
a. George
b. Akira
c. Wilberforce
d. Dave

3. Which one of these locations does not figure into the Metal Gear universe?
a. New York
b. Alaska
c. Saskatoon
d. Zanzibar

4. How many years has the PlayStation been with us?
a. 27
b. 3
c. 6
d. 1

5. What's the name of the main character in Sheep Raider (pictured above)?
a. Ralph Wolf
b. Wile E. Coyote
c. Ignatio Bucado
d. Elmer Fudd

6. Which of the following villains does not appear in Batman: Vengeance?
a. The Joker
b. Two-Face
c. Mr. Freeze
d. Poison Ivy

7. If you have the necessary means, how many people can compete in TimeSplitters 2?
a. 4
b. 8
c. 16
d. 32

8. When did the PlayStation launch in Japan?
a) 9/9/99
b) 9/9/95
c) 12/3/95
d) 12/3/94

9. Okage: Shadow King's Japanese name, Boku to Maoh, roughly translates to:
a. Okage's Difficult Journey
b. Devil and I
c. Okage: Shadow King
d. Devil May Care

10. Farming : Harvest Moon :: _______ : Herdy Gerdy
a. Cooking
b. Scooter racing
c. Fishing
d. Herding

Answers
1.d 2.d 3.c 4.c 5.a
6.b 7.c 8.d 9.b 10.d

DATA STREAM

Xtreme Sequel

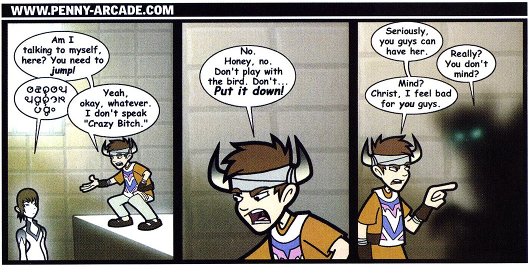
Japanese developer Genki has revealed that it's working on a new installment in the Tokyo Xtreme Racer franchise for the PS2. Look for it next fall!

Panic Attack

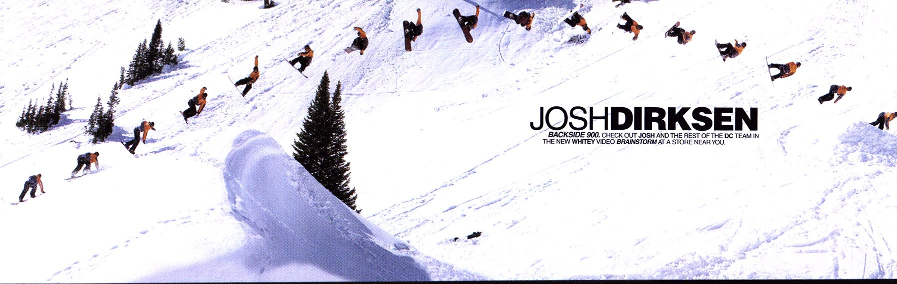
Sega is currently developing a PS2 remake of Panic!, the classic Sega CD puzzle game. Travel to famous world landmarks when it hits next year.

Gundam Battles

Capcom is bringing its arcade Gundam multiplayer fighter to the PS2 this winter in Japan. It will have online play.



WWW.PENNY-ARCADE.COM
Am I talking to myself, here? You need to *jump!*
Yeah, okay, whatever. I don't speak "Crazy Bitch."
No. Honey, no. Don't play with the bird. Don't... *Put it down!*
Seriously, you guys can have her.
Really? You don't mind?
Mind? Christ, I feel bad for *you* guys.



JOSH**DIRKSEN**

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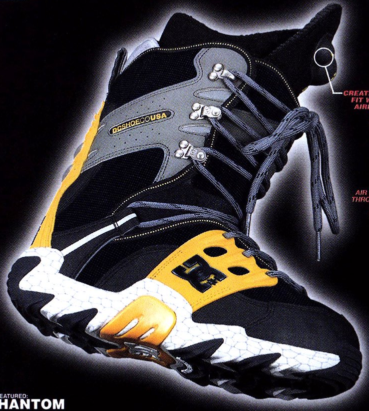

MODEL FEATURED:
THE **PHANTOM**

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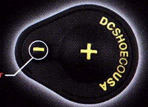

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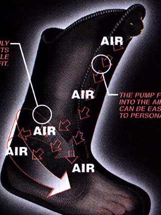

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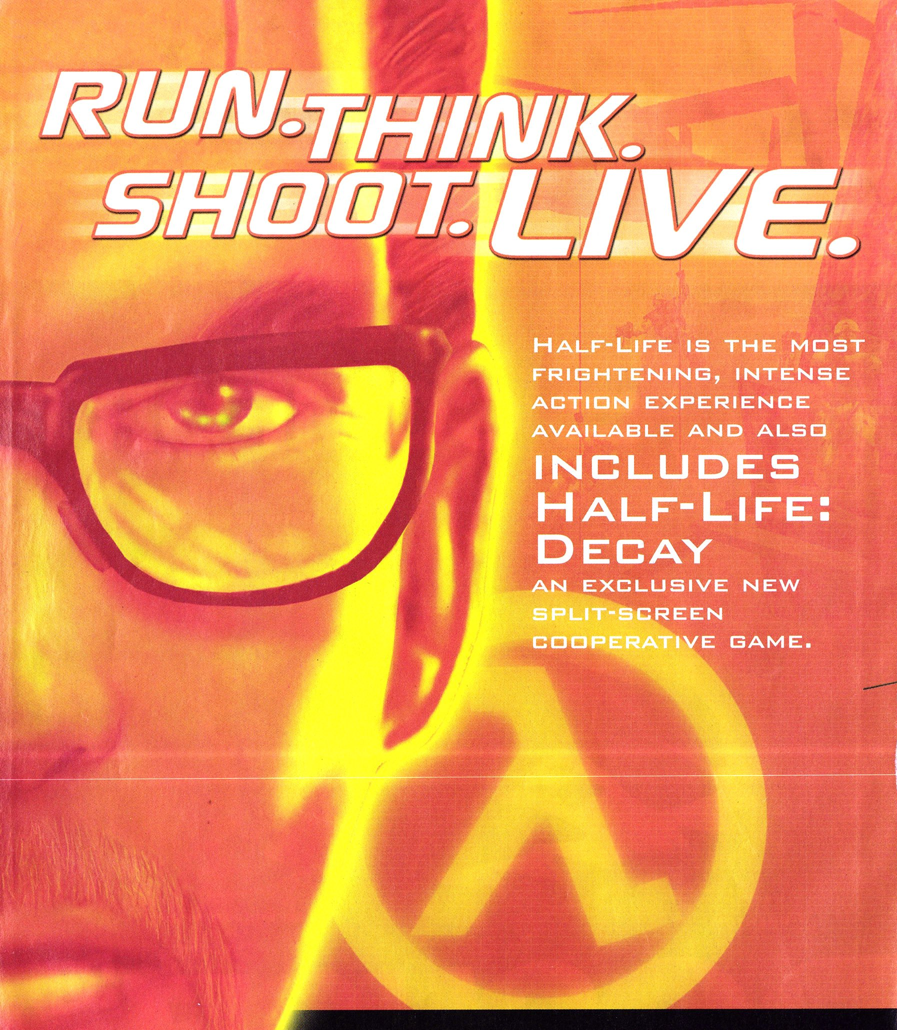
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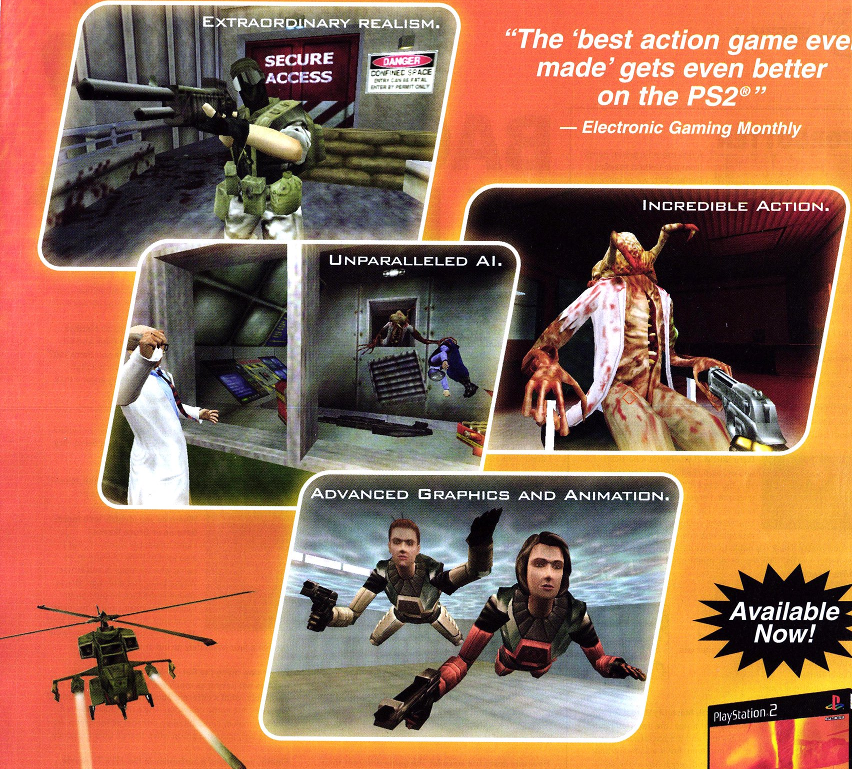
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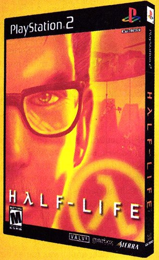

PlayStation 2
HALF-LIFE
MATURE
M
VALVE
gearbox
SIERRA

HALF-LIFE®

PlayStation®2

MATURE
M
CONTENT RATED BY ESRB

Violence
Blood and Gore

VALVE™

gearbox
software

SIERRA™

FORGOTTEN GEMS

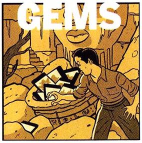


Illustration by Mark Matcho

A few more forgotten gems from our faithful readers. Remember, we're looking for hidden treasures—overlooked classics lost among many of the PS one's bigger releases. We're especially interested in titles that predate our Review Archive. Got a game you'd like to see here? Want to share your favorite forgotten gem with the entire world? Then hurry up and e-mail us at opm@ziffdavis.com with the subject line FORGOTTEN GEMS. You keep sending 'em, and we'll keep printing 'em!

Worms. Before Mario Party, this was *the* must-play party game. Many weapons, lots of levels, and very funny. And for stat freaks, this game kept track of your wins and losses. Now you could tell who the players were—and who was worm food! Still a great multiplayer game.

Ogre Battle. If you're not a hardcore gamer, stop reading now. The rest of you, dig deep for this classic RPG/strategy game. Forget the Super Nintendo graphics: This old chestnut has many characters, customization up the wazoo, multiple endings, and the dreaded reputation meter. Think it's noble to mow down your enemy with superior troops? The rep meter might not agree...

Mike Rawding
mikerawding@hotmail.com

Rally Cross. One of the best racing games before the well-known Gran Turismo. I still play it every now and then. It's one of the only games that lets you flip your car.

David Turner
zoedat@hotmail.com

Discworld II: Mortality Bytes! Sure, it was slow at times, the item-fetching got boring, and the backtracking was mind-numbing, but it was beautifully animated and *very* funny at the same time. The ending was a classic!

Kathleen McGregor
anguaxsusan@hotmail.com

NHL FaceOff. It should probably be called NHL FaceOff '96, but so what. It featured auto-saving after each game (which would be a nice option to save time in all games) to keep players from wimping out of a sorry loss. It had that wonderful *krung* sound when the puck hit the goalpost, followed by the legendary "MWAHAHAAA!!!" to mock your failed almost-goal. This game got me into hockey from scratch, and it was fun as hell. FaceOff '97 replaced the *krung* with the feeble *tink* and the *klack* when you shot the puck. Sure, in '97 you could skate backward, but losing some of the cool sound effects left me sore.

Mark Buckingham
Prime01010@aol.com

BACK IN BATS

Kevin Conroy is the one true Batman

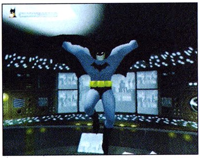
By Paul Semel

Despite some laughable portrayals of Batman on TV in the past, Kevin Conroy has voiced the hero to perfection since *Batman: The Animated Series* debuted in 1992. These days you can catch his work in Cartoon Network's *Justice League* series or Ubi Soft's Batman: Vengeance.

OPM: At what age did you realize you had a cool voice?
Kevin Conroy: Pretty early on. The funny thing is that when I was 17 , I had this tough English teacher who said, "Mr. Conroy, you're not proving your masculinity with your voice." She thought it was fake.

Have you ever used it for evil?
I don't think using it to meet women is evil.

How did you get the Bat-gig?
I used to do commercial voice-overs to supplement my theater income, because theater doesn't pay much. This job came through my commercial agent. They apparently were having trouble casting the part because they didn't want someone cartoony. They wanted something more dramatic. But I had never done animation before. I wasn't even that familiar with Batman.



Have you become a fan now?
Oh yeah. Frank Miller's *The Dark Knight* is just incredible.

So if you had a daughter, would you use the voice to scare off potential suitors?
Sure. I work with foster kids on weekends, and I'm very possessive of the kids, so I would definitely use the voice.

How was doing the voice for the game different than doing it for the show?
I was surprised how hard it was. You rely on the storyline to keep you in character; there's a dramatic line throughout each episode that you follow. But you don't have that with the game; you're just doing these random lines, so it's sometimes hard to figure out how to stay in character.

The shows have featured such celebrities as Melissa Joan Hart, Henry Rollins, Rachael Leigh Cook and Ed Asner. When they record their voices, are you there too?
Oh yeah, that's half the fun. Because it's such a high-quality show, they've had no trouble getting anyone they want. I've gotten to meet everybody.

Who's the most fun to work with?
Well, the one I developed a really nice relationship with is Mark Hamill, who does the Joker. Aside from being very talented, he's just a good person.

Batman is friends with the Joker?
Oh, I know. Isn't that funny?

Whom do you identify with more: Batman or Bruce Wayne?
I kind of identify with both, but I also kind of think of Batman as being who he really is and Bruce Wayne being the alter ego. Bruce Wayne is the face he puts on to function in society, but in his heart, in his soul, he's Batman. And I kind of relate to that. After all, everyone puts on a face when they go out in society.

You're now doing the Bat-voice for *Justice League*. Besides not having as much work to do because it's an ensemble, what's different about this show for Batman?
Well, he's the same character—he's not changed—but that just makes him a bit of an outsider of the group. In fact, he only joins the group when there's an emergency.

Finally, you played a bartender in the 1978 TV movie *How to Pick Up Girls!*. What advice on the subject would you give Batman?
I don't think I'd have to give him any advice about that. I don't think Batman has any trouble meeting women.

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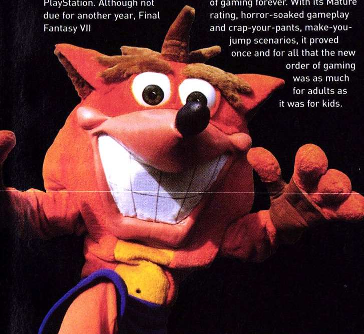
PLAYSTATION YEAR 2

Believe it or not, the PlayStation is now six years old. We look at the most significant events in each year.

After the PlayStation's U.S. launch in September 1995, it went on to have a spectacular holiday season. By March 1996, Sony had sold more than a million systems and was well established as the leader in the "next-generation" console market. This was certainly helped by an increasingly spectacular catalog of software that started to grow throughout the year.

Early January brought wonderful news as Square announced that it would be switching allegiances from Nintendo, and would now be developing for the PlayStation. Although not due for another year, Final Fantasy VII immediately generated excitement that hit a fever pitch and continued until its release. RPG freaks everywhere now knew which system they had to own and began to flock to Sony's box.

By March 1996, the hits really started to arrive. Early in the month saw EA bring its heralded Need For Speed to the PlayStation—and with it a contender to Ridge Racer's crown as the only decent racer on the system. On March 30, Capcom unleashed Resident Evil and dramatically changed both the PlayStation and the very pastime of gaming forever. With its Mature rating, horror-soaked gameplay and crap-your-pants, make-you-jump scenarios, it proved once and for all that the new order of gaming was as much for adults as it was for kids.



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At the second-ever Electronic Entertainment Expo (E3) on May 16, Sony cranked up the heat on the competition by dropping the price of its system to $199. Archrival Sega desperately followed suit the next day, cutting the price of its Saturn to the same figure, but it was clear that the writing was already on the wall for the big black block. Sega's own arcade hits were keeping its head above water, but with each new announcement for the PlayStation, the Saturn lost its grip on American gamers.

After a fairly slow summer, Namco released Tekken 2 on Aug. 28 to an unsuspecting market and helped bang the final nails into the Saturn's coffin. Tekken 2 was incredible. A major jump over its predecessor from the year before, it finally established itself as a superior experience to the flagging Virtua Fighter. Within three weeks, Tekken 2 would go on to be one of the fastest-selling games of all time.

MILLIONS SERVED

September 1996 was one heck of a month. Four days before the machine's first birthday, Naughty Dog introduced us all to Crash Bandicoot and with it a new approach to games marketing. Do you remember the TV ads for Crash with the guy in the suit heckling Mario ("Hey, plumber boy!") outside Nintendo's headquarters? Nintendo certainly does.

Sony was at great pains to tell everyone that Crash wasn't a mascot like Sonic or Mario. The PlayStation, it seems, had too broad of an appeal for it to be defined by a bright orange marsupial in shorts. Despite every effort to distance the character from the machine, gamers flocked to Naughty Dog's creation and helped make it one of the most successful games ever.

Later in the month, as Namco released the gorgeous Ridge Racer sequel, Ridge Racer Revolution, Sony announced that 15 PlayStation titles had already sold more than 250,000 copies, and that at least 10 more were fast approaching this mark. Leading the pack were Resident Evil and Tekken 2, with over 450,000 each. Tekken 2, it seems, had broken the 450,000 mark in less than three weeks. At the same time, it was also revealed that Sony would be hitting the 1996 holiday season with an installed base of 2.3 million PlayStations already in U.S. homes, and more than 8 million systems sold worldwide.

As the holidays approached, we saw Twisted Metal 2 become the definitive "car-combat" game (something it would remain for nearly five years!). Meanwhile, Psygnosis released Reflections' Destruction Derby 2 to even more acclaim and fanfare than the original, and Crystal Dynamics released Legacy of Kain: Blood Omen.

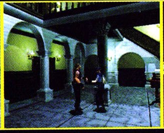
The PlayStation seemed unstoppable...but there were bigger hits still to come. Moving into year three, Final Fantasy VII, Gran Turismo and a certain gal named Lara were still not yet with us.

Next month: A girl, some cars, a character dies, and even more millions of systems sold.

Speed 071
Race Points 090
13
Destruction Derby 2

YOSHIMITSU
ARMOR KING
Tekken 2

Need For Speed


Resident Evil

SELECT CAR
CAR INFO
Sweet Tooth
X = SELECT
□ = MAIN MENU
O = PREVIOUS
Twisted Metal 2

TAKE FIGHTING TO NEW HEIGHTS

MAGNETO
FORGE
94

Fight as 10 X-MEN from the original roster and 6 new X-MEN: Rogue, Nightcrawler, Havok, Forge and 2 secret characters.

HAVOC
67
FORGE

Perform signature mutant moves—even stunning aerial combat—in 10 of the original arenas, plus 6 new locations.

CYCLOPS
HAVOK
15 HITS

Go solo or take on a friend as you fight to dominate the arena. Enjoy 4 modes of play: Academy, Training, Arcade and Versus.

X-MEN® 2
MUTANT ACADEMY™

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PARADOX

EVERYONE
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Violence

ACTIVISION

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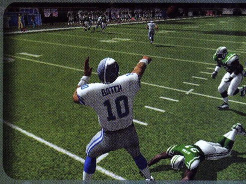
NFL 2K2

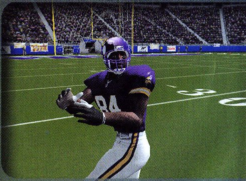
Rule 4 Section 3 Article 10
The amount of time between plays
is not to exceed 40 seconds.



Pass, hand off, scramble. You want it, this QB can do it.

Destroy anything in your path with read and react D.

Unmatched playbook depth and accuracy to rule the gridiron.



Real faces, real emotion, real pain.

PlayStation 2

XBOX

Dreamcast

EVERYONE E CONTENT RATED BY ESRB

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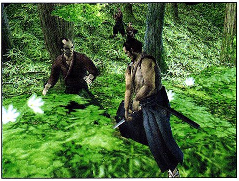
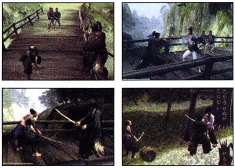
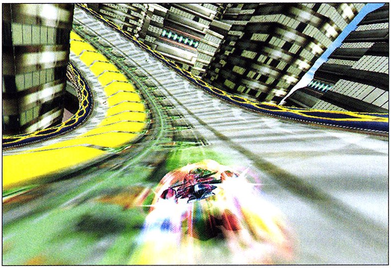
Fight With Honor



Admit it: Virtual swordplay can be one of the finest forms of release. That's why we were quite pleased this month to get a first look at two new sword slashers for the PS2: **Kengo 2** from Genki/Crave and **Samurai** from Acquire. Kengo 2 (pictured above) looks to have addressed a lot of complaints that people had with the original; it also features a much-improved graphics engine. As for Samurai (below), this is the new game from the creators of Tenchu (Tenchu 3 is being handled by another company). Samurai already features a look and style similar to the Tenchu series.





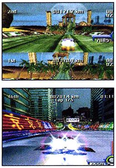
FEEL THE G's

Futuristic world racer headed to the U.S.

When we first revealed G-Surfers in our November 2000 issue, the game was in a very early state, yet it sounded quite impressive thanks to its massive "race around an entire world" intentions. Not to mention the fact that its visuals looked to give WipeOut Fusion a run for its money. But back then, there was no word yet from U.K. developer Blade Interactive on whether or not the game would be headed to the States.

Well, we've just now learned that it is indeed coming here—and sooner than we imagined. Publisher Take-Two has snapped up the U.S. rights to G-Surfers and intends on releasing it as early as this winter. Good news, sure, but with the recent onslaught of futuristic racing games (Extreme G3 and Kinetica out now, and WipeOut Fusion coming soon), what will set this game apart from the rest? For starters, G-Surfers has a deep track editor that's said to be nearly identical to the one used by the designers. This will let gamers create their ultimate breakneck courses, which can then be saved onto Memory Cards or even the PS2 Hard Drive (and can be traded among friends or swapped online).

G-Surfers certainly sounds cool, but we've yet to actually play it. We'll be sure to update you on the gameplay as soon as we get our hands on it.



DATA STREAM

Dark in Hollywood

Dimension has obtained the film rights to the Alone in the Dark franchise. Looks like it's another game-turned-movie.

Square's Roots

After the dismal performance of *Final Fantasy: The Spirits Within*, Square has decided to exit the film business to focus on games. Its Honolulu studio will provide CG work for other movie companies, though.

Onimusha 2 Toys

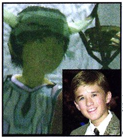
McFarlane Toys is currently working on action figures for Onimusha 2. Look for them alongside the game in spring.

Collector's Items

Working Designs has announced what's no doubt the biggest RPG collector's package. Arc the Lad Collection will have a whopping six CDs: Arc the Lad parts I, II and III, Arc the Lad Monster Arena and a "Making of Arc the Lad Collection" CD movie. Also packed inside is a hardcover 140-page leatherette manual, along with 22 character standees, a custom memory card holder, and four custom analog thumb button covers. What's more, if you preorder the game at participating stores, you'll also get a limited-edition pocketwatch. Whew! The entire package will retail for $74.99 and should be in stores by the holidays.

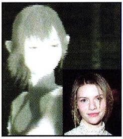
DREAM CAST ICO

We are fascinated by Ico. The game's brilliant castle is set with dark corners and sun-bleached exteriors that take our breath away. The unique characters don't even speak our language, yet they communicate more clearly than words can convey. At its roots, Ico is a story of a boy saving a girl, and the cold queen who's at the center of it all. But we know it's about so much more. So, we decided to cast the film to make it come to life on an imaginary silver screen instead of just our TV sets. If you have ideas for a Dream Cast of your own, send us an e-mail at opm@ziffdavis.com with the subject of DREAM CAST.


Barson/WireImage.com

Ico: Haley Joel Osment

One of today's most impressive actors just happens to also be one of the youngest. Haley Joel Osment (*The Sixth Sense, A.I., Pay It Forward*) is a no-brainer for this part.


Granitz/WireImage.com

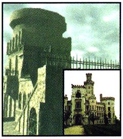
Yorda: Claire Danes

Yorda's character is riddled with mystery. She doesn't even speak a translatable language. But we cast Claire Danes (*My So Called Life, Romeo+Juliet*) because she radiates a calm, brooding beauty.

Granitz/WireImage.com

The Queen: Anjelica Huston

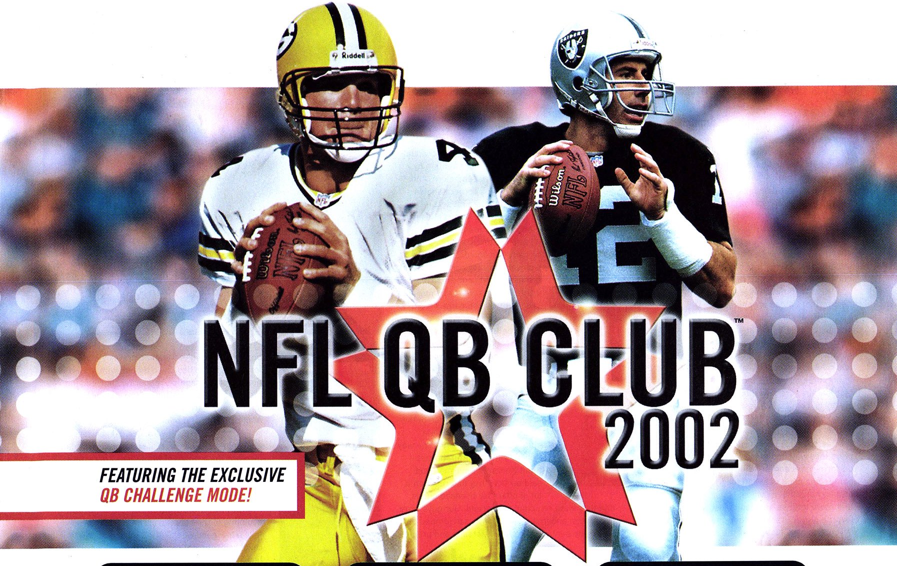
The role of the cold-hearted Queen would be perfectly portrayed by the icy Anjelica Huston (*The Addams Family, The Royal Tenenbaums*). Who better to shun such innocent children?



The Castle: Hiuboka Nad Vitavou

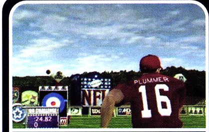
This majestic monument stands in the Czech Republic near Ceske Budejovice. Stunning in its size and beauty, it would make a perfect architectural fit for Ico.

Acclaim® SPORTS™ WHERE THE STARS PLAY

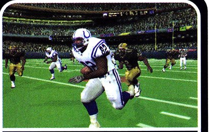


NFL QB CLUB™ 2002

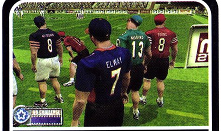
FEATURING THE EXCLUSIVE QB CHALLENGE MODE!



Exclusive Challenge Mode, Featuring 4 Head To Head Events



True-To-Life TV Style Presentation And Play-By-Play From Kevin Harlan And Bill Maas



Unlock Retired Greats Like John Elway, Dan Marino And Steve Young

PlayStation®2 PLAYERS INC Q.B.CLUB NFL EVERYONE E CONTENT RATED BY ESRB NINTENDO GAMECUBE™

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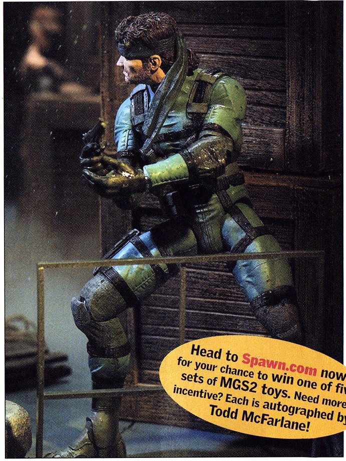
Solid Toys

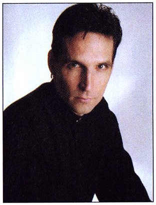
Todd McFarlane fills us in on how McFarlane Toys' fantastic Metal Gear Solid line came to be

By Todd McFarlane



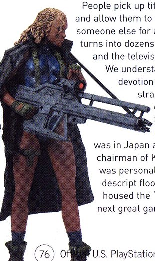
Head to Spawn.com now for your chance to win one of five sets of MGS2 toys. Need more incentive? Each is autographed by Todd McFarlane!

People always ask me why we produce the action-figure assortments that we do. Some lines are more easily understood than others. Everyone looks at the Movie Maniacs line and can see the connection to our various assortments of figures produced for our flagship property, Spawn. Like Spawn, the characters from *A Nightmare on Elm Street*, *Halloween* and *Candyman* are dark, creepy characters. But then, they look at our line of Metal Gear Solid characters and scratch their heads. Wouldn't someone like Toy Biz be better suited for those? These are figures based on a "video game," not a cool slasher flick. Hmmm...



Everyone forgets that a kid, (and by that I mean anyone from 5 to 30-plus), has more than just one hobby or affliction at any one given time. Think of all the people you know who have at least one video game console at home (if not three or more), and the fact that they are also interested in sports, comics, movies, etc. Same goes for action figures. People buy action figures of their favorite sports stars, reliving plays they watched these pros perform years earlier. With video games, the bond between the property and the individual is that more intense. Instead of just watching your favorite player crack another one over the fence, it is you who have taken over the role of participant, and you are the one calling the shots.

With video games, the bond between the property and the individual is that more intense.



People pick up titles that intrigue them and allow them to escape and become someone else for a while. Sometimes, that turns into dozens of hours spent, just you and the television alone in the darkness.

We understand that commitment and devotion to a property. In a strange way, this is what drew me to Metal Gear Solid. An employee of mine, Terry Fitzgerald, was in Japan and was able to meet the chairman of Konami while in Tokyo. He was personally escorted to a nondescript floor of the building that housed the "secret" production of the next great game. It was there where he met Hideo Kojima for the first time. He was stunned and amazed by what he saw—characters that not only looked cool, but were very individualistic as well. The backgrounds and attention to detail looked like nothing ever seen before. And best of all, it had gameplay and camera angles that grabbed you by the balls the first second you played it and wouldn't let you go. Terry called me and said one thing only: "I'm coming back with something we can't say 'no' to."

We reviewed the game-design documents, watched the video of work already completed, and discussed what our next steps would be. This was to be our first license of a video game property, and I could not have hoped to land a better one to initiate this new direction for McFarlane Toys.

Our execs met Kojima-san a month or so later at E3 in L.A. and discussed what we could offer him in regards to unparalleled access to all aspects of preproduction and production of the figures, as well as complete approval control all along the way. Kojima-san mirrored the statement Konami's chairman had said earlier; they had received a lot of offers for licensed goods, and they were reluctant to proceed. Our guys were relentless, and in the end Kojima-san jumped on board. He sent over boxes of sketches and preproduction artwork drawn in the beautiful, flowy, brushlike style I'm sure you have all seen by now. I could tell this was a labor of love for Kojima-san and his crew, and when I was told they had already spent three years working on it, that verified it.

Our designers proceeded to produce endless turnaround drawings of the characters in multiposed configurations. These were sent over to Tokyo for Kojima-san's review. Some were accepted, others not. In the end, having someone so creative and not the usual company licensing agent noncreative-type involved helped speed up the process and produce a better end product. He was able to recommend poses and provide small details like what the fabric would be like on each character's clothing, etc.

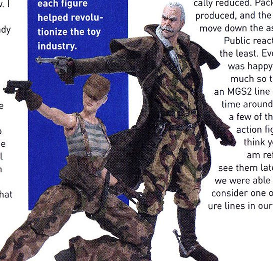
Usually we are limited to producing a figure that is letter perfect in every way to the character designs we are given and are pre-existing. Not so for game properties. Even though with the evolution of better graphics, rendering chipsets and faster framerates, better texture-mapping and all, in the end we are still talking about machines that aren't capable of producing 100 percent perfect real-time, photo-quality images. We, however, are able to take the characters and add more detail to increase the realism of what these characters would truly look like in the minds of their creators. Kojima-san was adamant that we add our "McFarlane Toys" touch to his creation. That takes class.

From there, the process turns to the actual sculpting of the figure in clay. Our sculptors will take a few good weeks to sculpt something that is roughly 80 percent complete proportions-wise, lacking all of the final detailing. I review it, make changes, and then round two begins. Once the clays are where I think they should be, this is the point where I usually bring the licensing agents in. Not so for MGS. Kojima-san sent over a couple of people to oversee the sculpting once it was getting close to the end, and they approved or made changes right there on the spot. The approval process, which usually takes weeks, was dramatically reduced. Packaging was designed, produced, and the figures started to move down the assembly line.

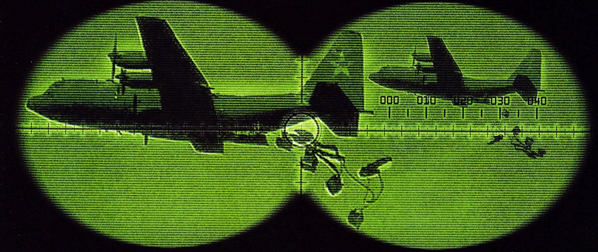
Public reaction was great, to say the least. Everyone concerned was happy with the sales—so much so that we're working on an MGS2 line as we speak. This time around, Kojima-san created a few of the characters with action figures in mind, and I think you will know what I am referring to when you see them later this year. Together we were able to produce what I consider one of the best action figure lines in our company's history.

Who is this guy?

Todd McFarlane made a name for himself in the late '80s, where his edgy art style resurrected the popularity of Spider-Man. In 1992, he formed Image Comics, where he brought to life one of today's most popular heroes, Spawn. Image's success inspired Todd to start his own toy line in 1994. The great detail placed into each figure helped revolutionize the toy industry.



PlayStation®2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SMUGGLER'S RUN 2

HOSTILE TERRITORY

The ultimate off-road driving adventure returns to the PlayStation®2 computer entertainment system this fall. Work for an elite band of smugglers delivering contraband, escaping the authorities and attacking rivals. Make the drop, hit the nitro boost and get across the border before all hell breaks loose!

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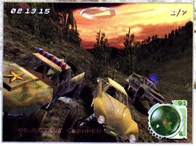
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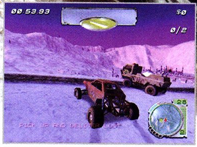
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PICK UP AND DELIVER LOOT

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Deliver the goods through mine fields, avalanches and enemy crossfire!

10:26.28
$48,928
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5/18
OPPONENT PICKUP
CONTRABAND ACQUIRED
TEAMMATE PICKUP

Fully integrated plot increases the adrenaline and ups the stakes

03:36:59
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2/5
CONTRABAND DELIVERED
CONTRABAND ACQUIRED

Race anywhere across the world's most dangerous territories

05:15.34
$0
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PICK UP AND DELIVER LOOT

All new mission types including helicopter drop-offs!

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$0
6/16
CONTRABAND LOST
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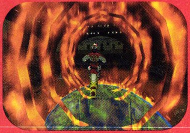
TEAMMATE PICKUP
TEAMMATE DELIVERED

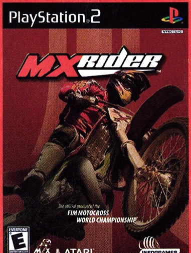
Outrun and outwit your enemies head-to-head in split screen multiplayer mode!

Angel STUDIOS

R★

ATTACK




PlayStation 2
MX RIDER
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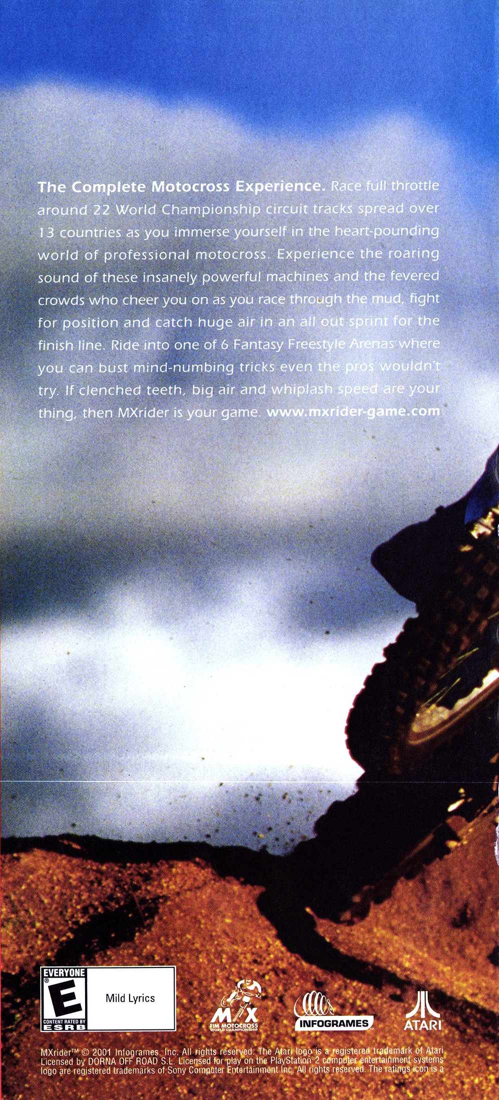

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PlayStation 2
PARADIGM ENTERTAINMENT

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Clish MacLaver's
GOSSIP GOSSIP

Gossip, rumor and scandal. Gaming's biggest secrets dug up and served with gravy.

There have been a wealth of rumors this month, not least of which have been the ridiculous flow of spoilers for Metal Gear Solid 2 sourced back to wagging tongues at one of our less discreet competitors. I've shared info I've had over the past few months, but the really BIG twist in the story is something you're going to want to experience firsthand without some idiot ruining it for you.

My advice: Ignore the rumors, buy the game the day it comes out, and play it all the way through to the end in one sitting, as you'll want to absorb the whole story at once.

Apu On A Skateboard. And Probably Homer Too

With The Simpsons: Road Rage proving to be shockingly good (I don't know about you, but after Wrestling I was expecting it to suck), it seems that the producers at **Fox are finally getting the hang of this concept of games being "fun,"and most importantly, of Simpsons games being "funny."** Road Rage plagiarizes Crazy Taxi fairly obviously, and it seems that the next knockoff will be a Springfield take on Tony Hawk's Pro Skater. No details yet on a final release, but it wouldn't surprise me if it doesn't come out for another year.

> "It seems that the next knockoff will be a Springfield take on Tony Hawk's Pro Skater."

Motorcycle Game As Deep As GT3?

This rumor came pretty far out of left field, but the more I look into it, and the more I think about it, I'm inclined to believe that it could be true. Car loons can look forward to the obvious sequel to GT3, which is already in development at Polyphony—and it now seems that bike enthusiasts will be treated to the same kind of experience, with **everything from street bikes and motocross**. Right now no one's saying a word, but I'd be prepared to put money on something being announced next May.

Dark Cloud 2 in 2002?

Prompted by the tremendous success of the game here in the U.S., Sony CEI is keen to push a sequel to Dark Cloud through in time for the 2002 holiday season. Expect an enhanced combat system, more dungeons (in the vein of the additional 100-level dungeon added to the U.S. game), and **a dramatically overhauled graphics engine** to make Dark Cloud 2 look even more beautiful than the original.

WarHawk Returns

Stories of another WarHawk (which, for those of you unaware, was a cool game developed by SingleTrac when the PS one first launched in 1995) have been circulating for years now, but I think I may have finally stumbled on a legitimate source of information. As you may know, **Twisted Metal: Black developer Incog is effectively the reincarnation of SingleTrac**, and as such has a lot vested in the concept. From what I hear, a concept for a new 3D flying-combat game has been kicking around for a while at the studio, and given public interest in a WarHawk revival, the team was just recently given the go-ahead to make it. We're not likely to see anything until at least summer 2002, and the game itself will probably be a 2003 release. Maybe it'll be online, too?

Crash Course In Milking A Franchise Dry

Apparently you can't have too much of an OK thing. Universal Interactive is so pleased with its unthreatening, innovation-free and totally harmless Crash rehash that it's already given the thumbs-up to not one, but two more games for the PS2 and, no doubt, other systems too. Do you even care anymore? Let me know what you think. Personally I feel like Crash has lost his edge, but maybe I'm just an old cynic.

Conflicting Syphon Filter Rumors

I've been hearing a bunch of different stories about Syphon Filter lately, and none of them really piece together properly. While I'm sure *one* of them is true, right now I'm not sure which. Here they are, though. The first, and more disappointing, is that **Syphon Filter 3 is absolutely the last game.** No more Gabe. Nothing. Nada. Zip. Over. This came from a fairly reliable source, but I have to say that I do find it surprising, given how popular the games have been on PS one. The other rumor is that although the series is finished on PS one, **the whole thing is to be reinvented for PS2.** Much like Twisted Metal, the number for the sequels would be dropped in favor of subtitles, and the whole thing is going to share some of its technology with Sony's upcoming Internet squad-based combat game SOCOM, possibly even the multiplayer aspects.

Of the two, I find this last rumor more likely, although I would hope that the graphics are given a bit more pizazz for Syphon Filter, as SOCOM didn't look particularly groovy last time I saw it. As with so much other stuff at the moment, though, I don't expect to see any "official" confirmation one way or another until at least next summer.

Metal Gear Series To Live On As Something Else

Here's what I've heard so far, but much of it is just speculation, so don't take this as gospel. Kojima, as I've said before, is unlikely to work on any further games in the Metal Gear universe. Having heard what Editor in Chief John Davison has to say about the game, I can't say I find that surprising. What does surprise me is that there is already chatter about the stories within the Metal Gear mythology continuing with newly established characters and scenarios. What this probably means is that **any further sequels wouldn't have the words *Metal*, *Gear* or *Solid* in their titles.** Would there really be any point, then? Wait until Nov. 13, play the game through, and then get back to me on this one. I think there still may be some potential here.

E-MAIL ME!

Got some good gaming gossip? Or anything you want to say to me? If you hear anything juicy, or get your hands on some cool screens or pictures, send me an e-mail at the following address: clish_maclaver@ziffdavis.com

BITS AND BOBS

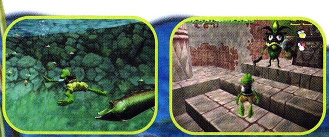
There's talk of a new Castlevania game for PS2 in the works that's a very stylized 2D affair. • If you've played through all the way to the end of Devil May Cry, you'll no doubt already have taken the hint that there's going to be a sequel. Odds are good on the sequel taking the name Devil Never Cry. • There's talk of another Silent Hill game for PS2, but previous rumors of it being online seem unlikely now that producer Imamura has stated he's not interested in building an episodic experience. • With Need For Speed looking likely to hit next summer, I've also heard stories about a truly spectacular Road Rash game that takes the concept back to its roots. • A followup to WWF SmackDown! Just Bring It is likely to feature WCW and ECW wrestlers, pending some tricky contract renegotiations.

Frogger®'s back!*

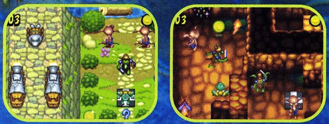
*also available in convenient travel size.

Frogger®

Frogger's hopping into stores this fall in two new magical adventures! Experience full 3D platform action on the PlayStation®2 computer entertainment system and classic Frogger gameplay on Game Boy® Advance. Everybody's favorite amphibian is back and better than ever!



Full 3-D gameplay on PlayStation®2.



Classic Frogger action on Game Boy® Advance.

EVERYONE
E
CONTENT RATED BY ESRB

GAME BOY ADVANCE

PlayStation 2

KONAMI ®

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GET BENT

With new tunes in Sony's Frequency and Formula One, tech-rockers Curve are as at home on your PS2 as on your stereo.

You not only have two new albums out—*Gift* and the Internet-only *Open Day at the Hate Fest*—but you also have new songs in the game Frequency and on your Web site, www.curve.co.uk. When do you find the time to play games?

Dean Garcia: We don't really play video games very much. We used to play them quite a lot, but not anymore. I do play with my son. We play things like Tekken, and we're really into FIFA, but generally I prefer one-person games and adventure games like Resident Evil or Silent Hill.

How did you decide to loan your music to Formula One and Frequency?

Dean: We were approached by [SCEA music director] Chuck Doud, asking if we were interested in putting a track forward for Frequency. And when he sent over a rough video of the game, it looked good, so we thought we'd have a go.

Toni Halliday: And then, after we did the song for Frequency, we sent Chuck a copy of our album, *Gift*, and he went, "I want the song 'Gift' for Formula One."

Formula One features the title track to *Gift*, but Frequency has a new song, "Worst Mistake." How do you decide which games get new songs and which ones get old ones?

Toni: Well, Frequency needed one because of the way the song is chopped up in the game. We could've used an existing track, but it was actually more interesting to write a song that could be broken up into pieces.

Dean: Which is something we had to think of when we were writing that song.

Having done some of the music for a game, would you be into doing all of the music for a game?

Dean: It would have to be something that was really...

Toni: ...exciting.

Dean: Yeah, something really good. To do the music for the new Crash Bandicoot wouldn't be that interesting, but if it was something scary like Silent Hill or Quake, definitely. Or something like WipeOut; the music was really integral to that game.

They are working on a new WipeOut...

Toni: Well, looks like we're going to have to give Chuck a call.

—Paul Semel

Bookmarks

www.shotgunrules.com
The official word on how to determine who gets the passenger seat.

www.suikosource.com
Keep tabs on all things Suikoden. Consider signing the petition for U.S. releases of Suikogaiden.

www.3blackchicks.com
Citing a lack of black movie critics, this no-holds-barred site provides incisive reviews of movies. On *Tomb Raider*: "TBS will pick it up in a few years."

www.3kingdoms.net
Learn everything about China's Three Kingdoms era, as portrayed in Koei's Dynasty Warriors series and Kessen II. Highly recommended: the message board, "Palace."

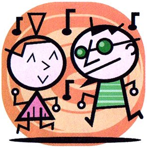
www.threekingdoms.com
And if you haven't learned enough, download all 120 chapters of the classic *Romance of the Three Kingdoms* itself. Over 1,000 pages!

www.mcfarlaneguide.com
A fan's guide to all McFarlane Toys, past, present and future.

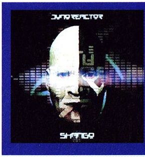
www.donwest.org
Fan site dedicated to the most animated salesman on late-night TV.

Sound Station

By John Scalzi



This month's selection of tunes can be heard from the waves of Sunny Garcia Surfing, to the snowy slopes of Shaun Palmer's Pro Snowboarder, to the future, as portrayed by Kinetica.

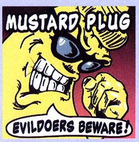


Juno Reactor: *Shango*

Metropolis Records
Featured In: Kinetica

Ever have one of those days where you just want to sit and stare unblinkingly at the static on TV? This is the album to do it by, chock-full of droney techno and ambient elements. It starts off perky enough, with the pumpin' "Pistolero," but by the time you reach the pretentiously titled "Song for Ancestors," you've spent more time than not in trance-land. I liked it fine, but I find static really intriguing. So there you have it.

Final Score ●●●



Mustard Plug: *Evildoers Beware!*

Hopeless Records
Featured In: Sunny Garcia Surfing

Ska is sort of like pizza or sex: When it's bad, it's still pretty good; it still has that sort of infectious thing going for it. Which brings us to Mustard Plug, whose ska stylings aren't exactly good, but whom I can't build up a head of disliking for, either. They're just a nice fun ska party band, and you'll find yourself scuffling along pleasantly to "Box," "You," or "Mendoza" without remembering them for very long afterward.

Final Score ●●●◖

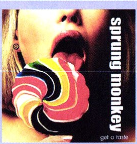
shootyz groove
High Definition

Shootyz Groove: *High Definition*

Kinetic/Reprise Records
Featured In: Shaun Palmer's Pro Snowboarder

Yeah baby! I dig this album all the way through— it's a damn fine mix of intelligent, opinionated rapping and rock-'n'-roll power. And it even includes a fabulous left-field cover of XTC's "Dear God," with insightful additional lyrics. Good propulsion from the start, with the chugging guitar and beat of "Mad for It" and the wah-wah chant of "Young City Boys and Girls," which dresses down vapid conformity. Tasty, tasty.

Final Score ●●●●

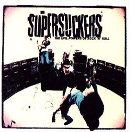


Sprung Monkey: *Get a Taste*

Redline Entertainment
Featured In: Sunny Garcia Surfing

Sprung Monkey gets testy in "Shut Up," in which the band kisses off anybody who might possibly want to share their feelings. But besides that track, *Get a Taste* is mostly about candy-coated power pop, served up with just enough guitar crunch to make it interesting. Tracks like the sprightly "Lucy" could be from a sitcom about zany musicians and their wacky adventures. No wonder they eventually had to vent on "Shut Up."

Final Score ●●●◖



Supersuckers: *The Evil Powers of Rock and Roll*

Koch Records
Featured In: Shaun Palmer's Pro Snowboarder

Imagine that Hank Williams and Lemmy from Motorhead got blasted and had a love child together (eeeeeeew), and that love child was diagnosed with fetal alcohol syndrome. Let it grow up and give it a guitar. You've got the Supersuckers, pal. This group poses as socially irredeemable white trash, with songs like "I Want the Drugs" and "Gone Gamblin'." But on the other hand, they rock like no one's business.

Final Score ●●●◖

John Scalzi remembers when music from video games went "bleep bleep bleep"—and we LIKED it! Visit his Web site at www.scalzi.com, or he'll collapse in a heap and sob.

SO MANY BOGIES.
SO LITTLE TIME.
energy

Hundreds of miles of incredibly realistic ground environments.

Super-intense dogfighting. Super-destructive ground strikes.

From Migs to F16s—18 frontline fighters to battle with.

Just because you can fly doesn't mean you can shoot. And just because you can shoot doesn't mean you can hit a bandit going Mach 2. So if you want all 18 of your missions to end with a frosty cold one rather than a fiery crash, you need to master the weapons and the wings. You got that, flyboy?

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MILD LANGUAGE
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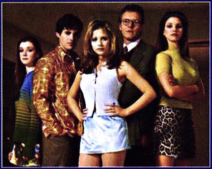
DVD News

BUFFY SLAYS ON DVD
It's hard to believe that we've been watching Sarah Michelle Gellar and friends take on the forces of darkness for six seasons now, but over that period *Buffy the Vampire Slayer* has gained quite the following. On Jan. 15, latecomers to the series—plus those who just want to watch it over and over again—can see how it all began, as Fox Home Entertainment releases the 12-episode first season onto a three-disc set. And with extras like an interview with creator Joss Whedon and David "Angel" Boreanaz, the original pilot script, the original Buffy trailer, DVD-ROM links to Buffy Web sites, a photo gallery and biographies, the collection includes plenty of things to sink your teeth into.



THE SHOW MUST GO ON
An *OPM* favorite, *Mr. Show With Bob and David* will see its first two seasons released on DVD in March, according to zentertainment.com. If you haven't seen an episode, trust us when we say you won't regret picking up this hilarious HBO series—or you can always just borrow it from a fan friend of yours, because they'll no doubt race to pick this one up.

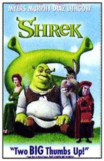
BETTER WATCH JURASS(IC)
Count on a bit more than mere movie content coming with the Dec. 11 release of *Jurassic Park III*. The DVD itself features tons of extras, including a "making of," commentary by the special-effects team, a 3D look at the film's 12 dinos, storyboard, production drawings, games and more, plus documentaries on paleontology, Stan Winston Studio and ILM. Not enough? Then get the *Jurassic Park Trilogy Collection*, with all three films on DVD, plus a fourth disc with an extra two hours of dinoriffic features.

SILENT BOB TALKS (A LOT!)
According to Kevin Smith's official news site, newsaskew.com, this spring we can expect a DVD full of the filmmaker's college Q&A sessions taking place from Oct. 1 through mid-December of this year. And if you've ever attended such a gig, you know he's not afraid to throw punches, and is always quite hilarious. As are his films, the latest of which, *Jay & Silent Bob Strike Back*, will hit stores on Feb. 12. No details yet, though newsaskew.com says it "looks to be the biggest View Askew DVD project EVER."

"ATTENTION, ALL PERSONNEL: INCOMING WOUNDED"
One of the most critically acclaimed TV shows of all time, *M*A*S*H*, sees its first season released on DVD on Jan. 8. Also that day, check out Robert Altman's movie that started it all in a two-disc set featuring commentary, featurettes and more.

DVD Reviews

by John Scalzi



STARRING:
Mike Myers, Eddie Murphy

SHREK: SPECIAL EDITION

People went freakin' nuts for *Shrek* this last summer, but I thought it was merely OK. Gorgeous computer animation, of course, and what's not to like about Mike Myers as a Scottish ogre and Eddie Murphy as an ass (heh heh heh). But the script just didn't have that delirious spark everyone said it had. I know I'm in the minority here, though, so don't hit me. Hefty DVD extras include commentary, technical flubs and features, trailers, and special games and activities for kids. Isn't that sweet.

Movie Score ●●●◖ DVD Extras Score ●●●●

8 1/2: SPECIAL EDITION

(Marcello Mastroianni)

Roger Ebert calls this movie "the best film ever about filmmaking." Film geeks will drink in every heady image, from the surreal opening sequence to every nook and cranny of Fellini stand-in Marcello Mastroianni's journey in the film. Don't worry if you can't tell where reality ends and the mind-trips begin. It just gives you something to argue about later. DVD extras are also a film geek's dream: commentary from Fellini friend and critic Gideon Bachman, an introduction by Terry Gilliam, interviews with Fellini, and documentary "Nina Rota: Between Cinema And Concert."

Movie Score ●●●●●
DVD Extras Score ●●●●

DR. SEUSS' HOW THE GRINCH STOLE CHRISTMAS: INTERACTIVE PLAY SET

(Jim Carrey)

I know I'm not the only one who found this live-action version of the beloved Christmas fable creepy beyond belief. Jim Carrey is indeed the person for this role, inasmuch as a live person could be the Grinch. But why would you want that? Especially when the TV special was just about perfect? If you just need the live-action version, though, you should get this deluxe set, which, besides the DVD, includes cute 3D pop-up packaging. The other un-Grinchy extras include deleted scenes, outtakes, makeup and Whoville documentaries, sing-alongs and read-alongs for the kids, plus a Faith Hill video.

Movie Score ●●
DVD Extras Score ●●●◖

LARA CROFT: TOMB RAIDER

(Angelina Jolie)

Look, you and I both know the only defensible reason to subject oneself to the unmitigated crapfest that is the *Tomb Raider* movie is that Angelina Jolie is as delectable a cinematic plum as exists on this planet, and when she's traipsing around Angkor Wat with a ponytail, British accent and those amazing pneumatic...lips, she's difficult to resist. So go ahead and wallow in Angelina. But do yourself a favor and mute the flick while you're watching her. DVD extras: deleted scenes, commentary from alleged director Simon West, documentaries and U2's "Elevation" video.

Movie Score ●●
DVD Extras Score ●●●

LEGALLY BLONDE

(Reese Witherspoon, Luke Wilson)

Braindead hot chick gets dumped by ambitious boyfriend who thinks she's not right for his image...so she follows him to law school and becomes a big success! This is totally unrealistic, of course. What guy on Earth would ever dump Reese Wither-spoon? Be that as it may, this comedy is, ahem, smarter than it looks, and Witherspoon is dreamy. You have to be smart to play this dumb. Extras include commentary by Witherspoon and director Robert Lucetik, deleted scenes, two featurettes and trivia.

Movie Score ●●●
DVD Extras Score ●●●

OSMOSIS JONES: SE

(Chris Rock, Bill Murray)

It's an animated movie about phlegm. Yeah, that'd be my first pick as a film to greenlight. But someone did, no doubt because the Farrelly Brothers, they of *There's Something About Mary* fame, directed it. And truth to tell, it's actually both amusing and creative, a combination of live-action (with Bill Murray as a spectacularly gross zookeeper), and animation (Chris Rock as a white blood cell in Murray's rapidly failing body), with enough pus and mucus jokes to make third-graders happy for the rest of their lives. Extras include audio commentary, deleted scenes and a "making-of" feature.

Movie Score ●●●
DVD Extras Score ●●◖

PLANET OF THE APES: SE

(Mark Wahlberg, Tim Roth)

This 2001 revision of the *Apes* saga has some nice snarky moments (Charleton Heston as an ape bemoaning the evils of firearms for one), but it's mostly a little flat. In the Tim Burton oeuvre, it's in the "interesting failure" camp along with *Mars Attacks!*. But I'll grant that Tim Roth as the evil chimp Thade is the best movie villain for the year; poor Mark Wahlberg looks like a girly boy next to him. This two-disc set offers some groovy extras, with commentary by Burton and composer Danny Elfman, an HBO documentary, extended scenes and featurettes, and—get this—a novella. Yes, there's reading!

Movie Score ●●●
DVD Extras Score ●●●●

REBECCA: CRITERION SE

(Laurence Olivier, Joan Fontaine)

Alfred Hitchcock's first American film, and it's a heck of a debut. Sweet thing Joan Fontaine marries Laurence Olivier and is swept off to his castle, only to find it's a creepy mausoleum to his dead first wife, and all the servants hate Joan Fontaine. Boy, it's always something. *Rebecca* won Best Picture in 1940, and it's one of the best examples of horror done to spine-chilling perfection. Great DVD extras include essays, conversations between Hitchcock and French auteur Truffaut, excerpts from the 1940 Oscar show, a radio adaptation of the *Rebecca* story, and film-scholar commentary.

Movie Score ●●●●●
DVD Extras Score ●●●●◖

THE SOPRANOS: THE COMPLETE SECOND SEASON

(James Gandolfini, Edie Falco)

The greatest television series in history? Hell no—that's *The Simpsons*, baby. But the best television drama in history? I won't argue. To do so would be disrespecting the Bing. This is the entire second season in one spot, packed with all the nutty, wacky, homicidal mob guys we've come to love, especially James Gandolfini's career-making boss-in-therapy Tony Soprano. The DVD also treats fans to four director commentaries, as well as insights on the series from real psychiatrists, FBI agents and critics.

Movie Score ●●●●●
DVD Extras Score ●●●◖

STAR TREK: THE MOTION PICTURES COLLECTION

(William Shatner, Patrick Stewart)

Want to make a Trekkie love you forever? Without having to resort to dressing up like a Klingon lap dancer? Load 'em down with this brick of a DVD set, which features every single Trek movie made: All six flicks with the Kirk-era folks, and the three Picard-era ones thrown in for good measure. As every Trek fan knows, only the even-number ones (*II*, *IV*, *VI* and *First Contact*) are worth watching, but you can't expect Paramount to release an "Only Good Trek Flicks" box set, now, can you? DVD extras are not in the cards here, but really—like the Trekkies you know won't provide their own audio commentary.

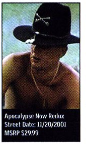
Movie Score ●●●◖
DVD Extras Score N/A

Clockwise: Legally Blonde, Lara Croft: Tomb Raider, Planet of the Apes, The Sopranos, Osmosis Jones, Star Trek

The Art of Darkness

APOCALYPSE NOW REDUX

Here's the dirty secret about "director's cuts," the revised versions of films (usually with added scenes) that people get suckered into buying on DVD: Nine times out of 10, there was a really good reason those scenes were left on the cutting-room floor. Well, here's that one out of 10 that's worth the effort, and your cash: *Apocalypse Now Redux*. The original *Apocalypse Now* won the Palm d'Or at Cannes, and is regarded as one of the greatest war films of all time. So there wasn't much call to mess with it. Be that as it may, director Francis Ford Coppola has added back 49 minutes of footage and re-edited the entire film from the dailies, to amplify the general freakiness of the situation faced by Capt. Willard (Martin Sheen, young), charged with going into the steamy jungles of Vietnam to find the whacked-out Col. Kurtz (Marlon Brando, fat).



Apocalypse Now Redux
Street Date: 11/20/2001
MSRP $29.99

Much of those new 49 minutes are spent at a spectral French plantation and give viewers a grounding in some of the colonial roots of the Vietnam conflict. Sounds boring, but it's not. There are also some extra scenes with the Playboy Playmates and more dialogue from Brando, who famously spouted non sequiturs while Coppola filmed, praying that he could make sense of it all in the editing room.

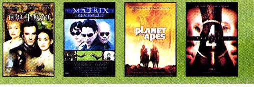
Is *Redux* a better film than the original *Apocalypse*? Film geeks are arguing over that now and will be for years; that's what they do. My impression is that it's not necessarily better, but it's different enough from the original to put the film, already a classic, into a whole new light. It's worth the viewing for that alone.

DVD Releases

11/6/2001
The Age of Innocence
Doctor Zhivago
Empire of the Sun
Of Mice and Men
Muppet Family Christmas
The Prince of Tides
The Remains of the Day
The Sopranos: Season 2
Radio Days
South Park: Timmy!
Star Trek: Collection
Woody Allen Collection #3

11/13/2001
8 1/2
America's Sweethearts
Lara Croft: Tomb Raider
Rebecca
The Toy
The X-Files: Season 4

11/20/2001
The Best of Friends
Dirty Harry Collection
Dr. Seuss' How the Grinch Stole Christmas
Little Women
Lord of the Flies
The Matrix Revisited
Planet of the Apes
Planet of the Apes: TV



MT. GARRICK, ONCE A PEACEFUL MOUNTAIN RETREAT, HAS BEEN MYSTERIOUSLY CLOSED DOWN BY THE IRON-FISTED **CHIEF O'LEARY.**
NAYA AND HER SNOWBOARDING COUNTERPARTS LEAD A RESISTANCE, LOOKING TO UNCOVER THE CONSPIRACY.

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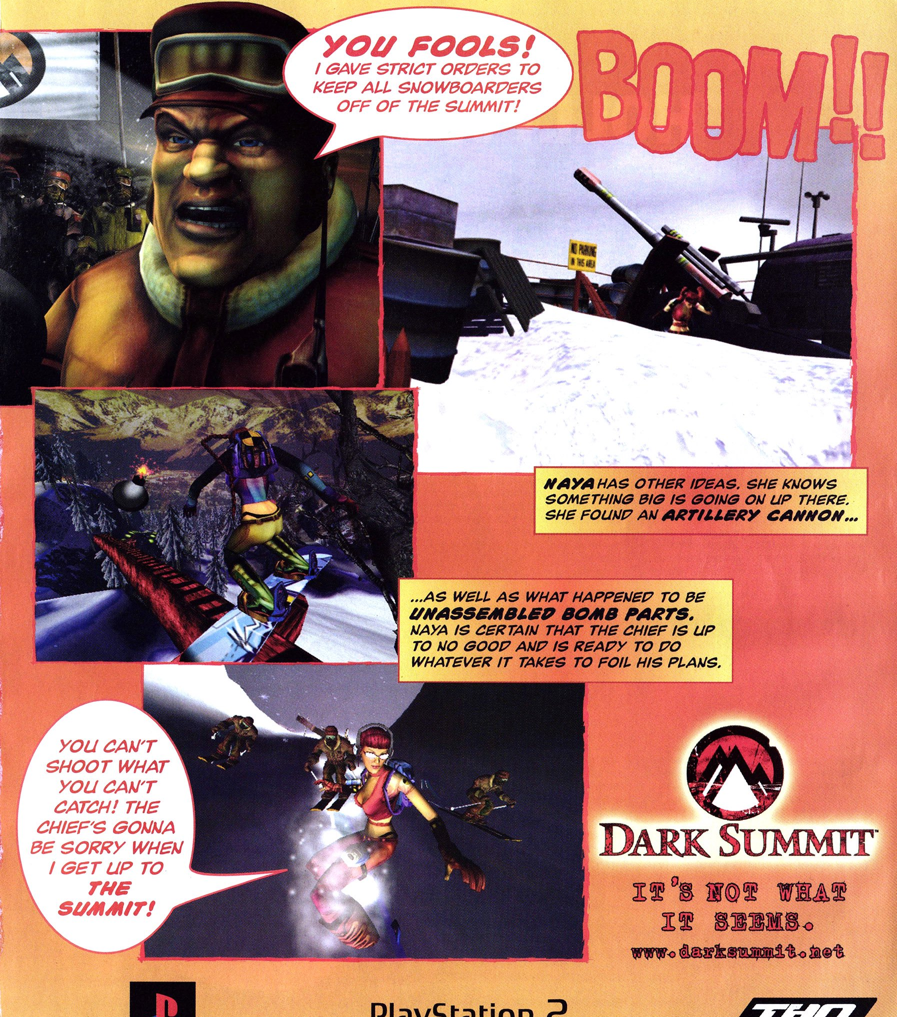
YOU FOOLS! I GAVE STRICT ORDERS TO KEEP ALL SNOWBOARDERS OFF OF THE SUMMIT!
BOOM!!
NO PARKING IN THIS AREA
NAYA HAS OTHER IDEAS. SHE KNOWS SOMETHING BIG IS GOING ON UP THERE. SHE FOUND AN ARTILLERY CANNON...
...AS WELL AS WHAT HAPPENED TO BE UNASSEMBLED BOMB PARTS. NAYA IS CERTAIN THAT THE CHIEF IS UP TO NO GOOD AND IS READY TO DO WHATEVER IT TAKES TO FOIL HIS PLANS.
YOU CAN'T SHOOT WHAT YOU CAN'T CATCH! THE CHIEF'S GONNA BE SORRY WHEN I GET UP TO THE SUMMIT!

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HOLLYWOOD BANTER

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DARK ANGEL FILLS OUT

In an interview with Cinescape Online, James Cameron said that he's considered a feature-film version of the hit Fox sci-fi series *Dark Angel*. "I think if we have continued success with the series, there is a good possibility that we might want to make a film from it," Cameron said. "I think we've got to see where the series goes. If we grow our fan base, and we stay at least where we are and/or grow from where we are, I think that's a very good possibility."

There's still no word on the rumored game tie-in, although we expect an announcement to be made within the next six months. The lovely Jessica Alba (pictured here) is back on Fox on Fridays, in case you haven't noticed the spectacular number of ads for the show that Fox is ramming down people's throats.

www.cinescape.com

BANA = BANNER IN HULK?

The superhero revival continues, with work on the new Hulk movie moving forward. Despite reports elsewhere, Oscar-winning makeup hot shot Rick Baker (*Planet of the Apes*) has not signed on to create the makeup effects for the movie. The movie's producers are still deciding whether to use traditional makeup or CGI effects to transfer Dr. Bruce Banner into his green-skinned alter ego. Current front-runner to star in the title role is Australian comedian Eric Bana, star of the cult flick *Chopper*. The Ang Lee-directed movie is scheduled to be in theaters in summer 2003—so they still have plenty of time to keep changing their minds about stuff. As far as game tie-ins go, Universal Interactive is currently on the hunt for a developer for the project.

SPIELBERG TO DO POTTER 3?

You may wonder why he wasn't involved with the first one, as it seems to be his kind of thing—but Zap2it recently reported that Mr. Spielberg is interested in working on a future Harry Potter movie. "That first story didn't touch me creatively," Spielberg said. "Now the third Harry Potter book...it's pure genius! Much darker, more esoteric and interesting to me personally. If they'd offered me that, I'd have said, 'Yes.'"

EA's first Potter game for PS one should be out by the time you read this. Future games are rumored to be tied in with the movies rather than with the books, so don't expect another one until the next movie is confirmed.

www.zap2it.com

WONDERLAND ISN'T DARK

John August (*Go, Charlie's Angels, Titan A.E.*), who wrote a treatment for a feature film based on American McGee's Alice PC game, told the IMDB Web site that the movie isn't called Dark Wonderland, as rumored. "I have no idea where the title Dark Wonderland came from," August said in response to a fan question. "Everyone involved on the project calls it Alice. I suspect some fanboy thought Dark Wonderland sounded cooler. But that's not the working title." August also dispelled the rumors that either Natalie Portman or Eliza Dushku was in line to star in the film. "It's a long ways away from casting, and any speculation is just fanboy fantasy," he said, spoiling everyone's fun.

Clearly on a roll with this denial business, August also denied that he would be writing the final script for the film. "I agreed to write a 20-page treatment instead, fleshing out the characters and the plot," he said. "Once I turned that in, my involvement in the project was effectively over. Currently, the producers are working with other writers to come up with the script, so I have no idea how close they are to being able to film. While some projects do get lost in development hell, my instinct is that Alice will get made at some point."

The last news that we heard was that the PS2 conversion of Alice had been put on hold by EA. The release of the movie in 2003 could see a conversion of the PC game or possibly a sequel arriving on consoles at some point in the future.

www.imdb.com

MEN IN BLACK CHANGES

Sony Pictures has confirmed that the beginning and ending sequences of *Men In Black 2* are being rewritten as a result of the tragic events in New York. Both sequences featured the World Trade Center, including one scene in which one of the towers opened up and had spaceships flying out of it. Alternative locations are currently being considered.

BIG MATRIX DANCE NUMBER

Word has it that the coming *Matrix* sequel will feature an elaborate dance number. While talking to *San Francisco Magazine*, choreographer Charles Moulton suggested that the upcoming film includes a scene featuring a huge dance sequence. Though he won't give specifics, Moulton did say, "It's huge. Colossal. I saw the dailies, and they were absolutely spectacular. When we were shooting, there were hordes of people. They were using cranes, huge dollies, cables. Cameras came swooping down over the crowd." There's no word if Keanu Reeves will be joining in, but we'll keep you posted.

www.sanfranciscomagazine.com

DIESEL *IS* RIDDICK

As mentioned last month, Vin Diesel has confirmed that he will be starring in the sequel to *Pitch Black*, called *Chronicles of Riddick*. Universal is said to be treating the movie as one of its "tent pole" properties (meaning it's propping up the studio) for summer 2003. Diesel reprises his role as the eponymous Riddick, while the script has been written by David "voice of Solid Snake" Hayter.

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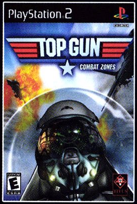

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TOP 10 CHARTS

PS2 Top 10

Madden has thrown the first stone in the football war. We're just wondering if it'll stand atop the mountain when Sega Sports makes its statement with NFL 2K2 (next month). Otherwise, with so many good games out, it's tough to choose just one. So buy 'em all.

	Last Month	Title / Publisher	Rating
1	—	Madden NFL 2002 *EA Sports*	●●●●◖

It didn't take long for Madden to quarterback itself to the top of the sales charts. If you're ready for some football, this is the best of the bunch. The game is faster than last year's, it looks better than last year's, and it's an overall better experience. The problem is, you might find yourself dropping a difficulty level just to compete. Hard on the ego, but better for the win-loss record, for sure.

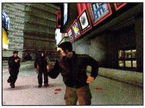
	Last Month	Title / Publisher	Rating
2	—	RE-Code: Veronica X *Capcom*	●●●●◖
3	—	Dave Mirra Pro BMX 2 *Acclaim*	●●●◖
4	2	NCAA Football 2002 *EA Sports*	●●●●◖
5	1	Gran Turismo 3: A-spec *Sony CEA*	●●●●●

GT3 has already dropped to fifth? We're guessing that's because anyone who's anyone bought it the day it released.

	Last Month	Title / Publisher	Rating
6	3	NBA Street *EA Big*	●●●●●
7	—	ESPN X Games Skateboarding *Konami*	●●●●
8	5	Twisted Metal: Black *Sony CEA*	●●●●●
9	—	Armored Core 2: Another Age *Sony CEA*	●●◖
10	6	Extermination *Sony CEA*	●●◖

Source: NPD TRSTS Video Games Service, mid-August 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

OPM's Most Wanted PS2 Games



1	Grand Theft Auto III	*Rockstar*
2	SSX Tricky	*EA Big*
3	Final Fantasy X	*Square EA*
4	Jak and Daxter	*Sony CEA*
5	Maximo	*Capcom*
6	NBA 2K2	*Sega Sports*
7	Grandia II	*Ubi Soft*
8	MofH: Frontline	*EA Games*
9	Dynasty Warriors 3	*Koei*
10	Baldur's Gate	*Interplay*

Japan's Top 10 PS2 and PS one Games

1	Ace Combat 04 (2)	*Namco*
2	Capcom vs. SNK 2 (2)	*Capcom*
3	Gundam: Zeonic Front (2)	*Bandai*
4	Hot Shots Golf 3 (2)	*Sony CEJ*
5	Jikkyo Pro Baseball (2)	*Konami*
6	Devil May Cry (2)	*Capcom*
7	Duel Monsters II (2)	*Konami*
8	Jikkyo Soccer 2001 (2)	*Konami*
9	TV Ani. One Piece (1)	*Bandai*
10	Ever Green Avenue (1)	*MediaWorks*

OPM's Most Wanted PS one Games

1	Syphon Filter 3	*Sony CEA*
2	Hoshigami	*Atlus*
3	Mega Man X6	*Capcom*
4	Arc the Lad Collection	*Working D.*
5	Harry Potter	*EA Games*
6	Worms World Party	*Eon Digital*
7	Men in Black: Series	*Infogrames*
8	NHL FaceOff 2002	*989 Sports*
9	Martian Gothic	*Take 2 Int.*
10	T. Metal: Small Brawl	*Sony CEA*

Top 10 Selling Games, All Systems

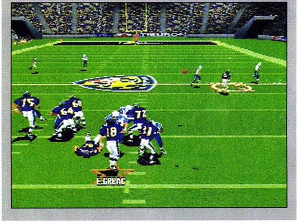
1	Madden 2002 (PS2)	*EA Sports*
2	Mario Kart: Circ. (GBA)	*Nintendo*
3	Pokémon: Crystal (GBC)	*Nintendo*
4	RE-Code: Veronica X (PS2)	*Capcom*
5	NCAA F'ball 2002 (DC)	*Sega Sports*
6	Dave Mirra BMX 2 (PS2)	*Acclaim*
7	Super Mario Adv. (GBA)	*Nintendo*
8	Tony Hawk 2 (PS one)	*Activision*
9	Madden 2002 (PS one)	*EA Sports*
10	NCAA 2002 (PS2)	*EA Sports*

PS one Top 10

Is the PS one talent pool drying up? At times like this you need to go back and grab those games you always wanted, but didn't want to pay full price. But there's always the updated Madden, and THPS3 is on its way to keep the PS one alive and kicking.

	Last Month	Title / Publisher	Rating
1	5	Madden NFL 2002 *EA Sports*	●●●●◖

Madden topping both the PS one and PS2 charts? Strange. No way. It's football season and anyone with a clue knows that EA Sports' master franchise is going to get it done. Madden 2001 on PS one was one of the best games on the system, and Madden 2002 is just another stellar extension of that. We're just wondering if Madden can weather the coming storm of THPS3.



	Last Month	Title / Publisher	Rating
2	—	Driver 2 *Sony CEA*	●●●●
3	7	Tony Hawk's Pro Skater 2 *Activision*	●●●●●
4	2	Gran Turismo 2 *Sony CEA*	●●●●●
5	3	Spyro: Year of the Dragon *Sony CEA*	●●●●●

With Spyro lurking on the charts, it shouldn't be long until Crash Bandicoot also makes a reappearance (Crash Bash doesn't count).

	Last Month	Title / Publisher	Rating
6	1	Final Fantasy Tactics *Sony CEA*	●●●●
7	9	Syphon Filter 2 *989 Studios*	●●●◖
8	6	Crash Bash *Sony CEA*	●●◖
9	—	Rocket Power: T.R.R. *THQ*	●◖
10	—	Grand Theft Auto II *Rockstar*	●●●

Source: NPD TRSTS Video Games Service, mid-August 2001. Call them at 516.625.2481 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.

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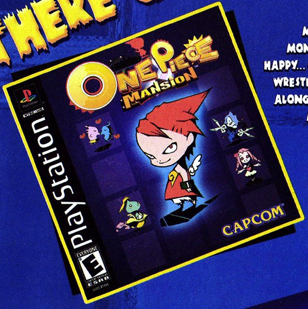

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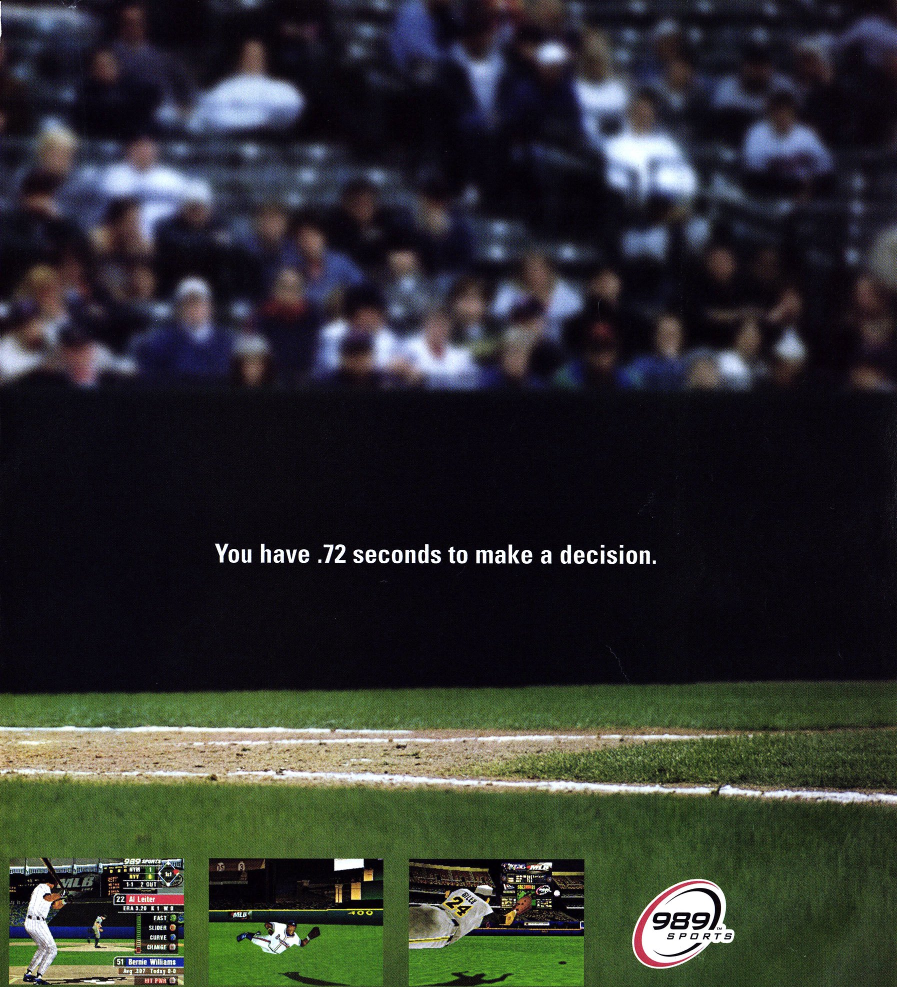
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Coming Soon

November

Baldur's Gate: DA	Interplay	RPG
Blood Omen 2	Eidos	Adv.
Burnout	Acclaim	Racing
Capcom vs. SNK 2	Capcom	Fighting
Crash Bandicoot: TWoC	TBA	Action
Dark Summit	THQ	X-Sports
Deus Ex: The Conspiracy	Eidos	FPS/RPG
Downforce	Titus	Racing
Drakan: The Ancients' Gate	Sony CEA	Adv.
Dynasty Warriors 3	Koei	Action
ESPN Nat'l Hockey Night	Konami	Sports
ESPN NBA 2Night 2002	Konami	Sports
ESPN Winter Sports 2002	Konami	Sports
Evil Twin	Ubi Soft	Adv.
FIFA 2002	EA Sports	Sports
Frequency	Sony CEA	Puzzle
Frogger: The Great Quest	Konami	Action
Godai: Elemental Force	3DO	Action
H2Overdrive	Crave	Racing
Hidden Invasion	Conspiracy	Action
James Bond 007 in...AUF	EA Games	FPS
Jeremy McGrath's SuperX	Acclaim	Racing
Jonny Moseley Mad Trix	3DO	X-Sports
Jurassic Park: Survival	Universal	Action
Legends of Wrestling	Acclaim	Wrestling
Max Payne	Rockstar	Action
Metal Gear Solid 2: SoL	Konami	Adv.
NBA Live 2002	EA Sports	Sports
NBA ShootOut 2002	Sony CEA	Sports
NCAA Final Four 2002	Sony CEA	Sports
NFL 2K2	Sega	Sports
NFL Blitz 2002	Midway	Sports
NFL GameDay 2002	Sony CEA	Sports
NHL FaceOff 2002	Sony CEA	Sports
Pirates of Skull Cove	EA Games	Action
Police 911	Konami	Shooter
Rubu Tribe	Interplay	Action
Salt Lake 2002	Eidos	Sports
Shadow Man: 2econd Com.	Acclaim	Adv.
Shaun Palmer Snowboarder	Activision	X-Sports
The Simpsons: Road Rage	EA Games	Action
Splashdown	Infogrames	Racing
SSX Tricky	EA Sports	X-Sports
Star Trek Voyager: EF	Majesco	FPS
Tarzan Untamed	Ubi Soft	Action
Test Drive	Infogrames	Racing
Tetris Worlds	THQ	Puzzle
Tony Hawk's Pro Skater 3	Activision	X-Sports
Tsugunai	Atlus	RPG
Vampire Night	Namco	Light Gun
Wave Rally	Eidos	Racing

December

Akira Psychoball	AIA	Pinball
Conflict Zone	Ubi Soft	Strategy
Grandia II	Crave	RPG
Jade Cocoon 2	Ubi Soft	RPG
Jak and Daxter: TPL	Sony CEA	Action
Jimmy Neutron: Boy Genius	THQ	Action
NBA 2K2	Sega	Sports
Rayman Arena	Ubi Soft	Action
Wizardry: Forsaken Land	Atlus	RPG

January

Caesars Palace	Rockstar	Casino
Commandos 2	Eidos	Strategy
E.O.E.: Eve of Extinction	Eidos	Action
Final Fantasy X	Square	RPG
Hot Shots Golf 3	Sony CEA	Sports
The Lost	Crave	Adv.
Namco Museum	Namco	Action
Shifters	3DO	Action
Star Trek: Shattered Universe	Interplay	Action
Star Wars: Racer II	LucasArts	Racing
State of Emergency	Rockstar	Action
World of Outlaws	Infogrames	Racing

February

Aliens: Colonial Marines	EA Games	Action
Barbarian	Titus	Fighting
Maximo	Capcom	Action
RLH	Interplay	Action
Trophy Bass	Sierra	Fishing
Virtua Fighter 4	Sega	Fighting

Future Releases

Alone in the Dark: TNN	Infogrames	Adv.
Defender	Midway	Action
Endgame	Empire	Light Gun
E.T.: Return/Green Planet	NewKidCo	Adv.
Final Fantasy XI	Square EA	RPG
Kingdom Hearts	Square EA	RPG
Mortal Kombat	Midway	Fighting
Moto GP 2	Namco	Racing
Onimusha: Warlords 2	Capcom	Adv.
Ozzy's Black Skies	TBA	Shooter
Pac-Man World 2	Namco	Action
Project 0	Tecmo	Adv.
Pryzm: The Dark Unicorn	TDK	RPG
Resident Evil: Survivor 2	Capcom	Light Gun
Robocop	Titus	FPS
Robotech	TDK	Action
SOCOM: U.S. Navy SEALs	Sony CEA	Action
Tekken 4	Namco	Fighting
The Terminator	Infogrames	Action
The Thing	Universal	Adv.
Tiny Toons: ACME Invasions	Conspiracy	Action
Transworld Surf	Infogrames	Surfing
USHRA Monster Jam	Ubi Soft	Racing
World Sports Cars	Empire	Racing
Worms Blast	Ubi Soft	Puzzle

TimeSplitters 2

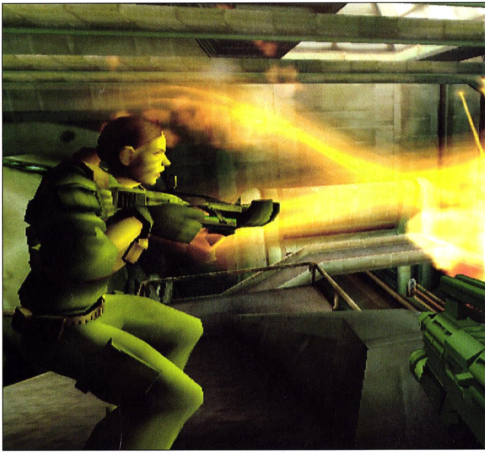
HANDS-ON PREVIEW

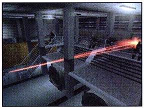
Better graphics, more locations and a story mode

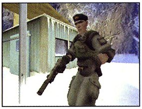
A sequel, it could be argued, was inevitable. The original TimeSplitters was a damn fine game that sold remarkably well, and was widely acclaimed as being pretty hot stuff. Essentially a multiplayer experience, it was hardly the most innovative of titles, and given its pedigree (the team that worked on it also produced GoldenEye and Perfect Dark on N64), cynics could be forgiven for thinking that it didn't quite meet its potential. "We were in a rush to get it out for launch," David Doak, the big cheese at developer **Free Radical Design** tells us.

The new game is somewhat different, though. All the best bits of the original have been retained and pumped up on steroids. And while the multiplayer angle is still incredibly important, the single-player experience now actually sports some semblance of structure. Dubbed the "Story" mode, it's still a pretty loose collection of vaguely communicated mission goals—but this time there *does* actually seem to be a point. You're still a time-traveling hero, but now the goals involved are much more "run from point A to point B shooting at stuff" than "run from point B to point A shooting more stuff." You have to infiltrate locations, foil plans, take out targets, track things down and generally wreak mayhem while packing some serious time zone-appropriate heat. It's still, essentially, a very fast-paced first-person shooter, only with the lengthier development time allowing for a great deal more "oomph."

The time zones you warp through are all beautifully rendered, with both historic and near-future locations proving equally stylish and impressive. This all comes courtesy of some beautiful art, atmospheric lighting and gorgeous architecture. It's a much better-looking game than, say, Red Faction and most other PS2 first-person titles so far, and it moves considerably more quickly. Although still quite early, the control system feels absolutely spot-on, with the dual sticks more responsive than even Quake III Revolution. Expect **Eidos** to release TS2 next **spring**.

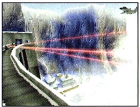


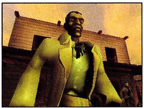




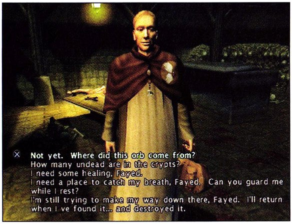
i.Link Therefore I Am

The first TimeSplitters skewed heavily toward being a multiplayer experience, and despite the new emphasis on the story game, the sequel also features more gang-bang fun than your average game. Up to four can play on a single machine, and, if you're so inclined, you can hook up four PS2s using the i.Link ports and blast your way through some 16-player deathmatches.





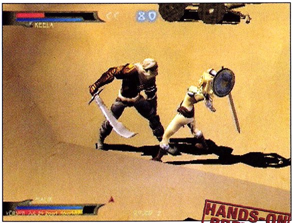
HANDS-ON PREVIEW



Not yet. Where did this orb come from?
How many undead are in the crypts?
I need some healing, Fayed.
I need a place to catch my breath, Fayed. Can you guard me while I rest?
I'm still trying to make my way down there, Fayed. I'll return when I've found it... and destroyed it.

Baldur's Gate: Dark Alliance

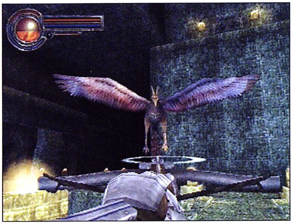
We know we've told you all you could possibly want to know about the PS2's first Baldur's Gate title—we just had to remind you that **Interplay** should ship the game in **mid-November**. Even though a reviewable has yet to come our way, we already know it's worth picking up for fans of the Diablo-style RPG (oddly enough, though, not the Baldur's Gate on PC-style RPG). Control a dwarf, a ranger or a sultry sorceress (with a friend, if you want) on a huge quest for revenge.



HANDS-ON PREVIEW

Barbarian

The first playable of **Titus'** upcoming 3D fighting game has found itself in our midst. So far, it could definitely stand to use some fine-tuning in the way of control, though **Saffire** does have until **February** to straighten things out. Still, Barbarian's unique 3D fighting action executed in huge arenas, along with some interesting characters to build up via the game's RPG elements—not to mention the AI thugs and varying mission objectives—give it plenty of potential.



King's Field IV

In the world of RPGs, there are those that fairly ooze drama, weaving a compelling, intricate story. And there are those that emphasize action, forcing players to think quickly to combat all kinds of fantastic beasts. And then there's King's Field. We're expecting the fourth edition of this slow-paced first-person fantasy RPG to do every bit as well as its "cousin," Eternal Ring. With the game now available in Japan, **Agetec** will publish a U.S. version in **early 2002**.

Smuggler's Run 2: Hostile Territory

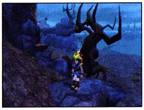
The wait is almost over for the sequel to **Rockstar**'s game of contraband transportation (in fact, its expected **late October** release means it should be in stores by the time most of you read this), and we can barely contain our excitement. At last count, the tally was up to 36 missions spanning two diverse environments (Vietnam and Afghanistan), where 37 different vehicle types face off in a larger, more challenging adventure. Look for a review next issue.

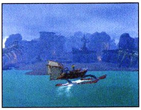
Jak and Daxter: The Precursor Legacy

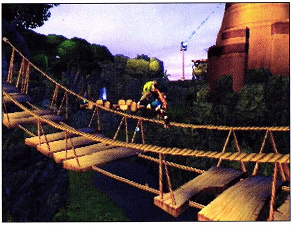
HANDS-ON PREVIEW

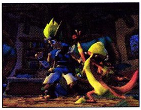
A world united at last

Traveller's Tales' PS2 interpretation of Crash Bandicoot (see Reviews) may give us a hint of what a **Naughty Dog** franchise might be like on the PS2—but until you've seen what the actual team can do, you ain't seen squat. Having finally snagged an extensive playable version of Jak and Daxter (due in **December** from **Sony CEA**), we've spent hours lost in its lush, seamless worlds. And when we say "seamless," we mean it. It's actually almost disorienting at first, because there is practically no distinction between the different areas (on the main island, at least) other than sometimes-subtle scenery and different music. Of course, some areas you reach via teleporter, boat or other transport, but even when you're far off, you can see practically clear across the world to where you've been. Gameplay is strongly reminiscent of Crash, but transported into fully free-roaming 3D. Want more details? Tune in next month for an extensive, in-depth feature.









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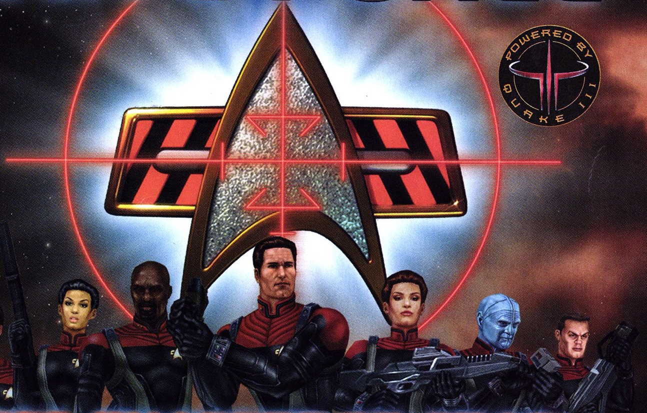

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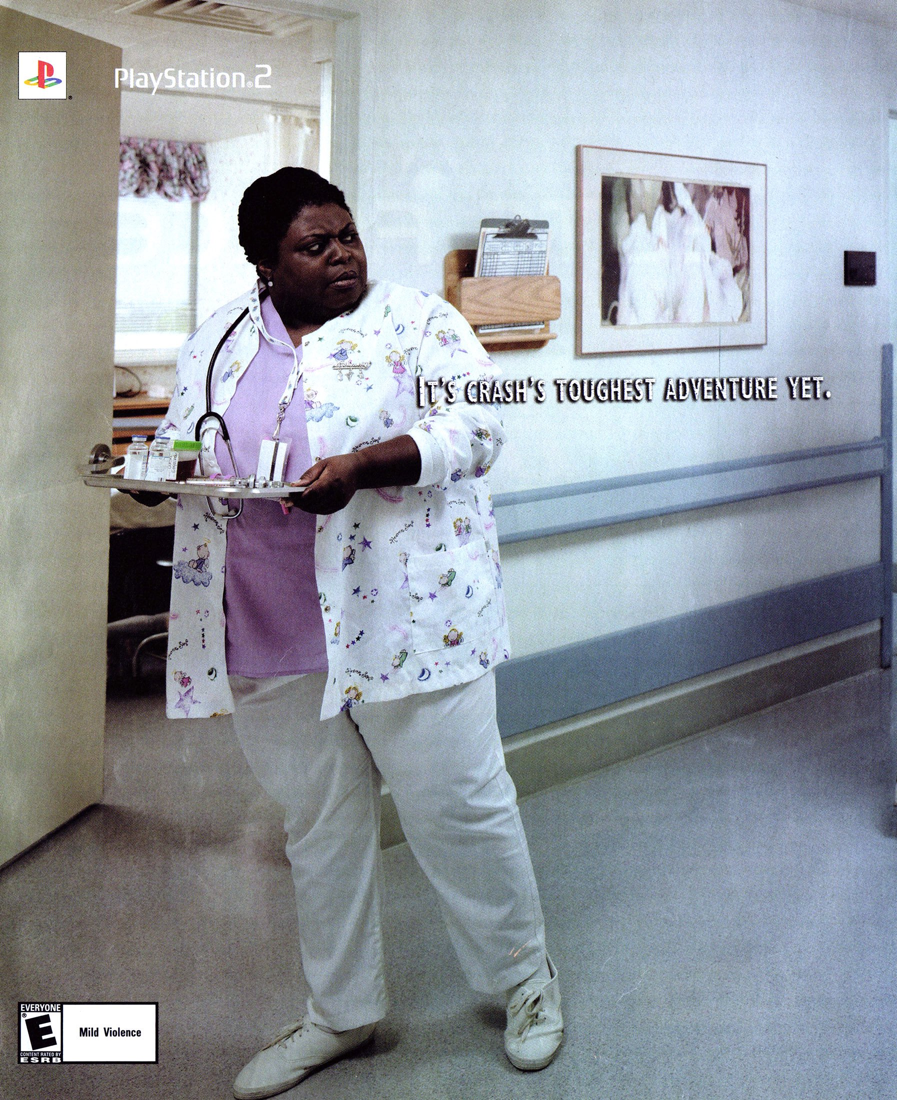
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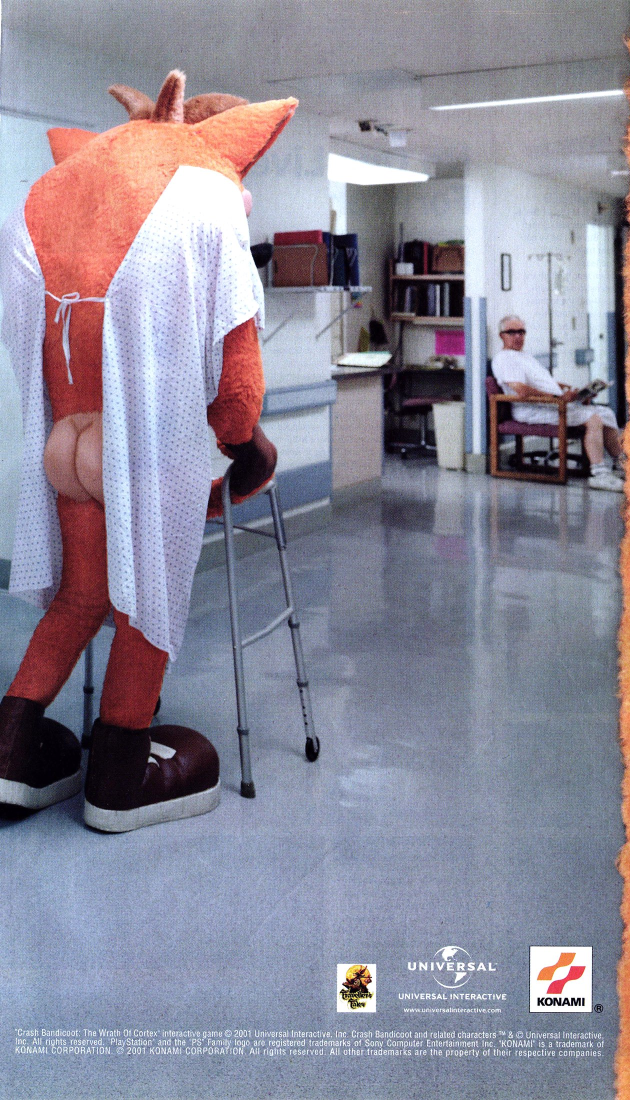

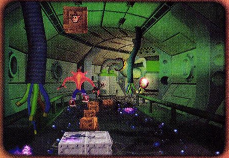

The Bandicoot is back, with hotter moves, mind-blowing graphics and cooler vehicles to face his toughest adventure yet. The Wrath of Cortex, it's going to be just like the good old days, only better.

Traveller's Tales

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NFL 2K2

HANDS-ON PREVIEW

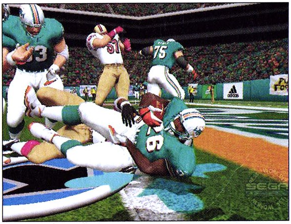
Strap on this new pair of cleats

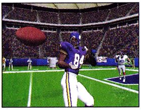
A few months ago, we brought you the exclusive first look at **Sega Sports'** NFL 2K2 on PS2. At that time, the game was just up and running, so we didn't have a chance to play it. But now we've gotten our hands on **Visual Concepts'** NFL freight train, and it'll cause the Madden loyalists to give it a second look.

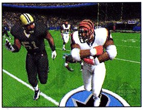
First off, the game is lightning fast. Linemen tear through the line quickly, while wide receivers blow by defensive backs with great speed. Fast, fast, fast. It might be a bit off-putting to those used to a slower, more momentum-based game of Madden—especially since momentum isn't an issue with 2K2. The lack of momentum is difficult to adjust to, at first, considering you can cut on a dime to avoid a would-be tackler. But, right away you feel that control is king. So it's up to you to spin, cut, juke or hurdle over fast, on-rushing defenders.

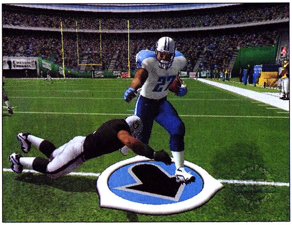
With the lack of momentum, we were worried that every player would feel about the same. But fortunately, such is not the case. The stars really separate themselves from the other players. Scrambling quarterbacks can do as much damage with their legs as they can with their arms, and power running backs will terrorize wimpy linebackers with their size.

Sure, we love Madden. But we can't wait for the **November** 2K2 kickoff to see who the real PS2 champion will be.







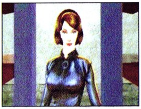


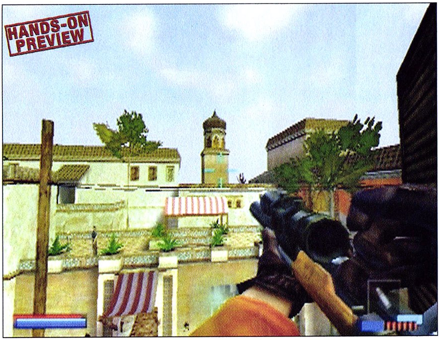
No One Lives Forever

One swingin' shooter

Cate Archer is a no-nonsense kind of gal. Having earned her street smarts as a cunning cat burglar, she was snapped up by UNITY, a secret organization within the British government, as their first female operative. Now she must travel the world, combat international crime syndicates, and deal with the disparaging remarks of her colleagues—who aren't terribly happy with entrusting matters of national security to a *woman* (did we mention the game was set in the late '60s?). That's the basic premise of last year's PC adventure from **Monolith**, which hit the PS2 in **October** by way of **Sierra**.

This is one first-person shooter that defies convention, and not only with the gender of its heroine or the time of its setting. Far from being a typical run-and-shooter, NOLF requires players to use stealth, interact with dozens of non-player characters, and employ a selection of unusual gadgets pulled straight from '60s spy films: exploding lipstick, camera-equipped sunglasses, poison-tipped barrettes, and so on. But where NOLF really seems to stand out is in its dialogue; witty and daring, it evokes flat-out laughter surprisingly often. And while the engine may seem a bit clunky to FPS veterans, we're pretty sure the story will make up for it.





HANDS-ON PREVIEW

Meow

As a special bonus for PS2 owners, Sierra is throwing in four "prequel" levels in which Cate relives her days as a cat burglar. These levels present her with specific mission objectives much like the rest of the game—except these are along the lines of stealing purses and briefcases and avoiding the police. She'll need all her powers of stealth to pull these off; if a victim gets a glimpse of her in action, they'll dash to the nearest phone to call the cops.

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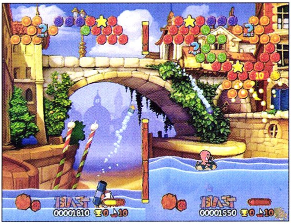
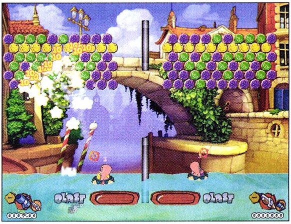
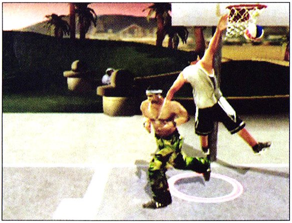




Worms Blast

Ubi Soft introduces **Team 17**'s lovable Worms franchise to PS2 this **holiday season** with something a little different. Instead of another turn-based strategy game like Worms World Party (see PS one Previews), Worms Blast pits worm against worm in a puzzle game similar to the Bust-A-Move series. Familiar weapons come into play—hand grenades, bazookas, shotguns, etc.—along with new assaults, like meteor storms, torpedoes and sea-monster attacks.



Street Hoops

NBA Street set the basketball rolling for future blacktop b-ball titles, and **Activision**'s Street Hoops follows the lead with a style all its own. Compete in 10 U.S. cities on real courts—from Atlanta, to Chicago, to Venice Beach—wherein you can break off special moves mo-capped using the same ballers seen in Nike's "Freestyle" commercials and the And 1 mix tapes that support the burgeoning streetball culture. Hoops will have you showing off **early next year**.

NBA 2K2

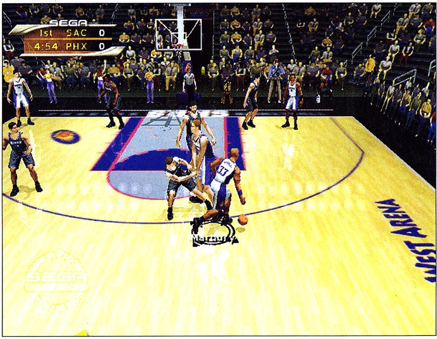
HANDS-ON PREVIEW

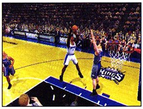
Poetry or basketball? You decide

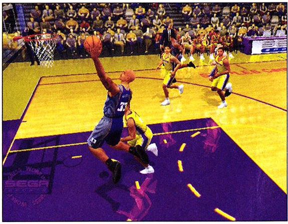
A lot of PlayStation gamers have only heard of the legendary stature of NBA 2K2 by **Sega Sports**. After all, it was on that "other" system. But now it's finally PS2 bound in **November**.

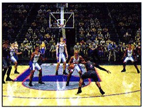
You can start expecting great things from **Visual Concepts**, in case you're unfamiliar with their work. After seeing NBA 2K2 on PS2, we're starting to wonder why we spent all that time playing NBA Live. It's tight, bright and out of sight. It's a bunch of praising adjectives taped together like paper Allen Iverson dolls. If you like basketball, this game will have you hurrying home from work, school or your girlfriend's family's Thanksgiving dinner just so you can tip off.

The real key to its success is that it feels like basketball. From the sneaker squeaks to the rim rattles, you're *on* the court the entire time. When Shaq hammers down a dunk you *feel* like you're at the Staples Center. And when you knock home a nothing-but-net three-pointer with Ray Allen, you *feel* the crowd come alive, matched with the sweetest-sounding swish ever known to video games. Defense is as fun as offense, the animations are flawless, and you can pick out every player as you walk up the court with the ball. This is *the* game. We can't wait.









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Max Payne

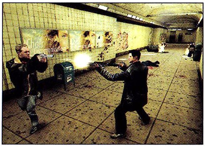
FIRST LOOK

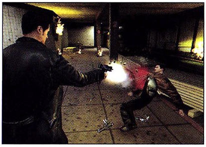
Rockstar's Payne is your gain

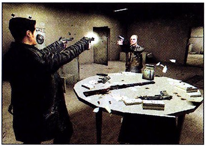
Let's get one thing straight off the bat: The screens you see here of Max Payne are actually Xbox shots, which **Rockstar** admits probably look a little better than what we'll see on PS2 in **November**. (For whatever reason, the company couldn't get us PS2 screens by press time—even though we'll likely review it next issue.) Still, if the version we'll see is half of what the highly lauded PC's was—and it almost certainly will be—you've probably got another title to add to your holiday wish list (well, if ultra-violent, gritty gameplay seems appropriate, anyway).

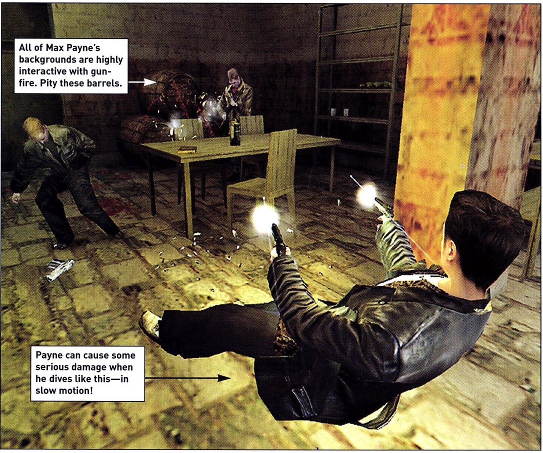
At the root of Max Payne's already-established popularity is its story and the noir-style execution by which it's told. Set in New York City, you take on the role of the eponymous undercover cop. Over the past three years, he's sought to avenge the death of his family at the hands of a band of punks high on a new, ultra-addictive drug called Valkyr, taking the law into his own hands to halt its spread. Recently, however, his crusade has led to the death of his best friend—and he's been framed for the killing. Now a desperate man with nothing to lose, Payne is a full-scale vigilante still fighting his war against Valkyr, while also vying to clear his name. This all comes to life via fully voiced cutscenes, as well as 200 graphic novel screens.

But don't expect a Batman-style vigilantism here. Rather, Payne's preference is decidedly more Punisher, as his hands are rarely free of a firearm. Throughout the course of the game, in fact, he has more than a dozen weapons to brandish, each modeled after real-world counterparts with painstaking detail (much like the realistic graphics everywhere else). And boy, does he know how to use them! As much an acrobat as a skilled marksman, Payne can dodge bulletfire in any direction and isn't afraid to dive into a room, guns a blazin'—with style, too! It all happens in slow motion, giving you a decided advantage over the thugs who dare oppose you. And if things get too tough, the game senses it and self-adjusts its difficulty accordingly. With such innovative features and a great story, we're looking forward to this one.









All of Max Payne's backgrounds are highly interactive with gunfire. Pity these barrels.

Payne can cause some serious damage when he dives like this—in slow motion!

Medal of Honor: Frontline

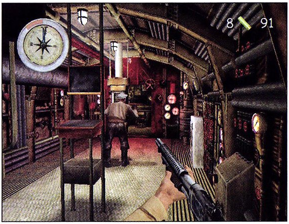
Infiltrating Nazi Germany has never been so real

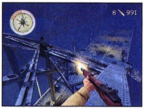
If you read our exclusive cover story on Medal of Honor: Frontline back in May, you hopefully came away with one notion in mind: what **EA Games** is capable of doing with the power of the PS2 will be quite incredible. Whereas only so much could be done in terms of realism or storytelling on the former Sony platform, now the limits are greatly extended. And if what we've seen so far is any indication, Frontline will surely be one of next year's hottest first-person shooters.

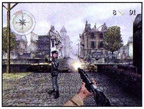
This time around, you once again take the role of Lt. Jimmy Patterson, now assigned to infiltrate the German frontline and steal the HO-IX flying wing, an experimental Nazi plan that could potentially turn the tide of World War II. Lt. Patterson must make his way through 15 crucial assignments, ranging from destroying a German Naval base, to stowing away above and aboard a speeding Nazi armored train, to rescuing a captured OSS operative from a Nazi-held Dutch manor house, to disarming the undercarriage of Nigmegen Bridge.

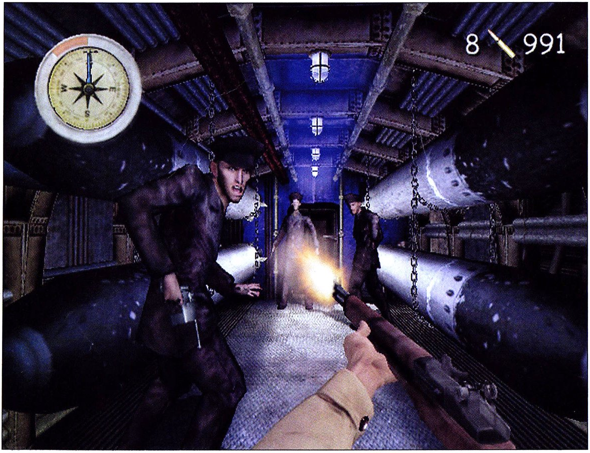
Thankfully, Lt. Patterson has plenty of weapons available to him, including the liberator pistol and Panzerschreck, plus the MG42-mounted machine gun and the popular B.A.R. And to help him succeed on some of these missions, Lt. Patterson has the assistance of a small squad of soldiers featuring some high-level artificial intelligence to help take out the Nazis. Battlefields simply light up with the chaos of friendly and enemy fire. Also, civilians aid you along the way—or, in some cases, hinder if they get in the way of fire or blow your cover.

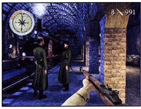
With its excellent visuals and another topnotch soundtrack from Michael Giacchino, Frontline is already looking to be one of the finest war epics yet. Prepare for battle next **spring**.

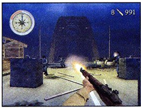












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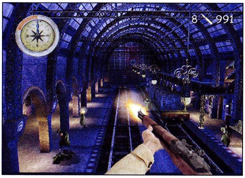

It All Comes Together

Medal of Honor: Frontline actually takes place during the same time period as the original game. In fact, Frontline covers the months between missions 3 and 4 in the first MOH. "We were always interested in the debacle that was Market Garden," says original MOH producer Peter Hirschmann, "and thought it would be an interesting period of time to explore in terms of Jimmy's participation. From day one, we wanted MOH to grow into a full-fledged franchise, so we planned accordingly with the mission dates in the first game—hence the extended space in the timeline for Frontline to take place." See? It all becomes clear now.

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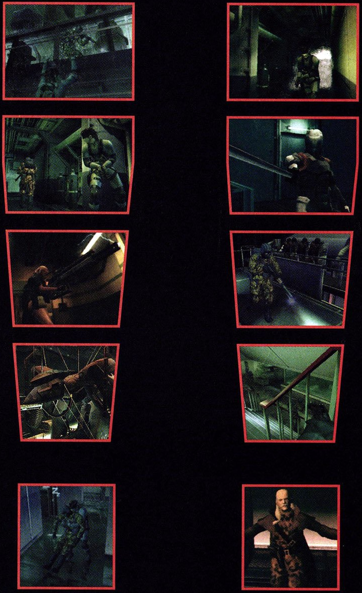

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PlayStation®2

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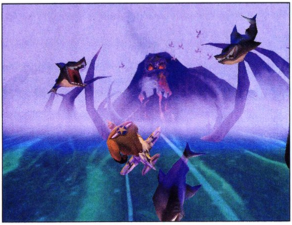
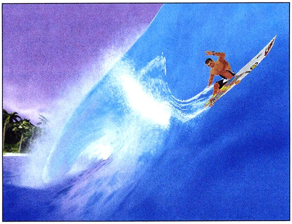
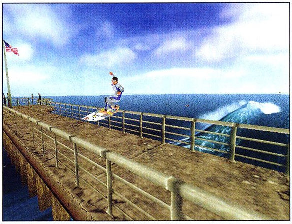


Freaky Flyers

We may not see it until **2002**, but this upcoming racing game from **Midway** is already showing some great potential. The secret? Sharp, cartoonish graphics and a great sense of humor. As one of the 13 available characters seated within a unique airplane about the size of yourself, zoom your way through vast, open 3D environments replete with obstacles and things just generally out to get you. And while you're at it, learn a few stunts to fully master the art of flying freakily.





Kelly Slater's Pro Surfer

Pro-surfing superstar Kelly Slater lends his name to the first such title to hit **Activision**'s O2 line of action-sports titles. Due in stores during **next year's first quarter**, Pro Surfer features Slater along with eight other wave-happy friends, each sporting his (or her, in the lone case of Lisa Anderson) signature moves. Through 13 surfing hot spots, experience for yourself what Activision boasts as ultra-realistic wave action, emphasizing aerials, barrels and other big tricks.

Jade Cocoon 2

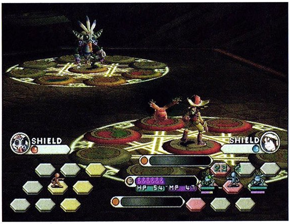
HANDS-ON PREVIEW

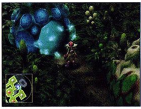
A monster-breeding RPG *can* be fun

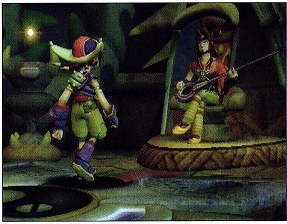
Now that we've had some time with a preview version of Jade Cocoon 2, we've come to a rather surprising conclusion: It's one of the best-looking PS2 games yet. Seriously! With its luscious topography and incredible detail, Jade Cocoon 2 features a polished look achieved by few PS2 games thus far. And perhaps even more importantly, **Genki** and **Ubi Soft** have made a great many improvements with this PS2 sequel to the 1998 PS one monster-breeding RPG original.

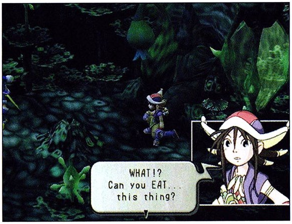
With Jade Cocoon 2's much more engaging storyline, for example, you'll witness more than 1,000 different event sequences—20 times more than the original. The plot now centers around a boy named Kahu who must brave four elementally themed forests in order to seek out the Orbs of the Cocoon Masters before the evil Kalma overtakes Earth. And you'll be able to hear everything develop, as Kahu, Kalma and the other 63 characters all speak throughout the complete course of the game.

It's also nice to verify that Jade Cocoon 2's monster-breeding aspects aren't as, er, boring as the first time around. Now you can create an army from over 200 monsters and then crossbreed these to make billions of your own. It'll definitely keep you entertained come this **December**.



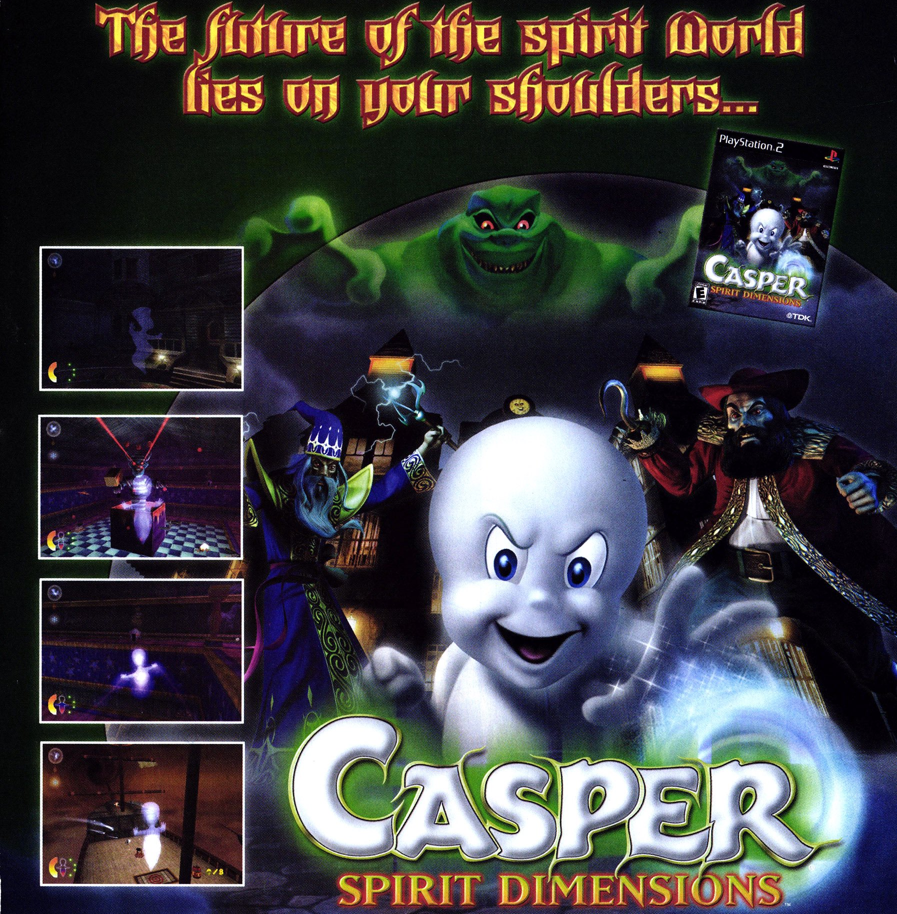






You Kondou It!

Just like Crave's original, Jade Cocoon 2 features character designs and artwork by famed Japanese anime artist Katsuya Kondou. Americans may know of his work from the recent animated films *Princess Mononoke* and *Kiki's Delivery Service*. His unique style flows throughout with lots of interesting characters to interact with, as well as charming hand-drawn facial expressions that coordinate with the dialogue spoken on screen.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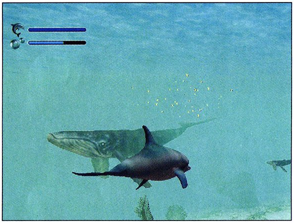
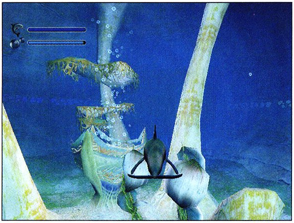
Ecco the Dolphin

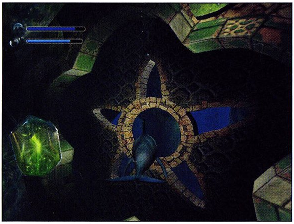
FIRST LOOK

Sega's plan to get you wet

Ecco's been swimming around on **Sega** systems for almost a decade, but now that the company has gone multiplatform, he's ready to make the plunge into new waters—namely, the PS2. Coming from longtime Ecco developers, the Hungarian-based **Appaloosa**, the aquatic mammal's latest installment is actually a remake of the beautiful yet flawed Dreamcast game of the same name. Appaloosa claims it's been able to maintain the brilliant visuals while focusing on some of the difficulty issues that plagued the Dreamcast outing. In other words, this underwater adventure is probably worth getting excited about. Look for it next **summer**.







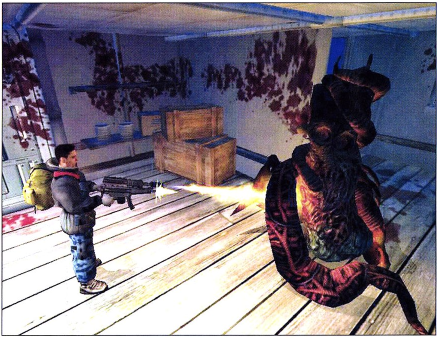
The Thing

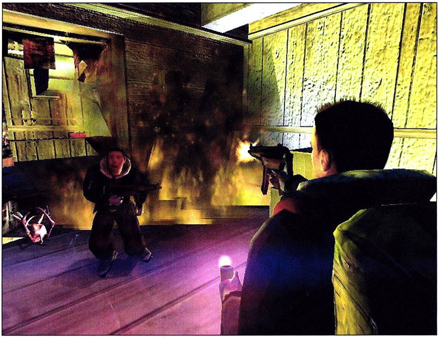
Think of it as a sequel

If you've not seen the John Carpenter 1982 movie starring a very young (and bearded) Kurt Russell, then you're missing out on one of the scariest horror flicks of its time. You're in luck, though, as a DVD special edition has recently hit stores. So now you can brush up on the icky stuff while you wait for **Universal Interactive** to finish its game based in the film's universe.

Set awhile after the events of the movie, the game picks up with what happened to the Thing itself in the frozen wastes of Antarctica. A special team has been sent in to figure it out, and as you'd expect, survival horror-style gameplay ensues. Although the screenshots make it look very much in the vein of a game like, say, Extermination, the beauty of **Computer Artworks'** design for the title is that it plays on the psychological aspects of horror as much as the silly-looking monsters.

In many ways, the game is a squad-based adventure, but one in which trust in your fellow operatives is of paramount importance. The "feelings" of all the human characters in the game are dramatically affected by each others' actions, and everyone gets whipped up into a frenzy thinking that everybody else really is the monster. As a concept, it certainly has potential. Let's hope they pull it off.





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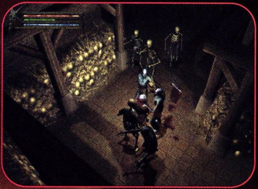

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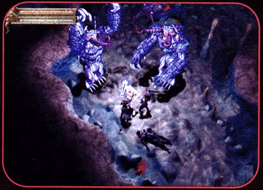

ENCOUNTER
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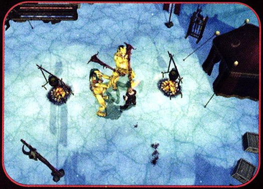

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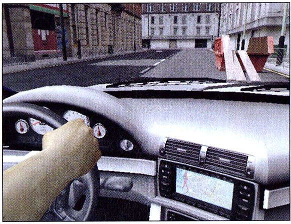
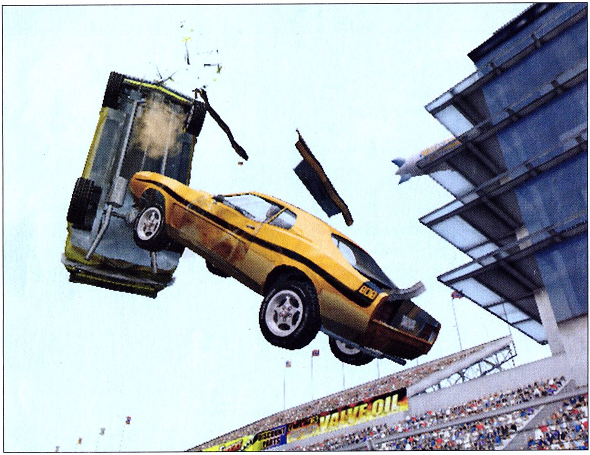
Stuntman

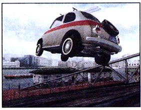
The most original driving game in a long time

Developed by **Reflections**, the team responsible for Driver—and possibly the next title to be published under **Infogrames'** resurrection of the **Atari** brand—Stuntman is definitely something you'll want to get your hands on in **May**. What's the big deal? Well, it's not your typical driving game, that's for sure. There's no racing, no zany points systems...it's all about pulling off perfect stunts as you play the role of a struggling stunt driver on a bunch of movie sets.

Although entirely fictional in terms of settings, "movies" and vehicles, much of the content of the game is based on "real" stunts like James Bond's famous barrel roll from *The Man With The Golden Gun* as well as some scenes that fairly blatantly lift ideas from *The Dukes of Hazzard*, *The Blues Brothers* and even *Indiana Jones*. All of this is made more realistic and believable thanks to the consultation of Vic Armstrong, the guy who was Harrison Ford's stunt double in the Indy films, as well as being the stunt coordinator on the *Charlie's Angels* movie. As concepts go, this is certainly something that has a lot of long-term potential. With the wonderful Driver "feel" to the driving dynamics and potentially thousands of flicks to mine ideas from, the series could take off.

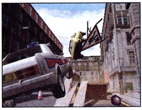






Daredevil

Although the bulk of Stuntman focuses on your exploits developing the stunts for six fictional "movies," the game also includes some extra modes to keep things exciting. Most notable is the custom "Daredevil" mode (left), which allows you to set up wild and zany ways of smashing any of the game's cars. Daredevils, you see, are quite different from stuntmen. The latter carefully plan every move they make, while the former are complete loonies who think it would be a hoot to launch two cars at each other by driving them off ramps at high speeds. Think of this mode as Reflections' earlier effort, Destruction Derby, only without the racing aspect...and with added props to make things even crazier.



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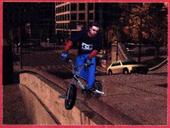

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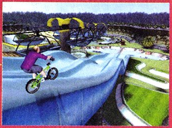

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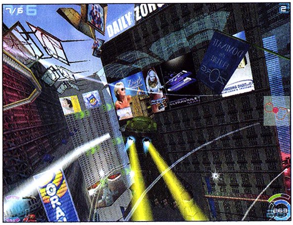
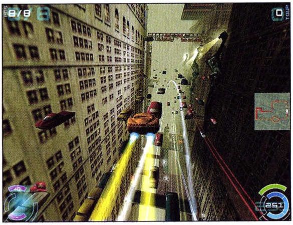
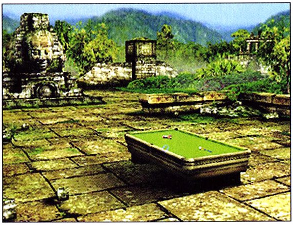




NY Race

We're a little unclear on exactly what went through the minds of the developers at **Kalisto** as they conceptualized NY Race. But here's a guess: "Everyone hated the Fifth Element game we released in '98," they must have thought, "so let's do *another* one! But instead of an action game, we'll make it a futuristic racer set in the movie's universe. Everybody loves that movie! After all, it *almost* made $65 million only four years ago! Who wouldn't want this?!" Who, indeed?

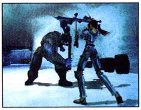


Jimmy White's Cue Ball World

Despite two PS2 pool games that hit around the PS2's launch last year, no such title has been released since. **Titus** changes all that this **November** with Jimmy White's Cue Ball World. In addition to the expected various ways to play pool, this one offers several unique subgames, like British Darts and—get this—Endurance Thumb Wrestling. Better yet, environments range from everyday pool halls to unconventional settings like a beach or Stonehenge.

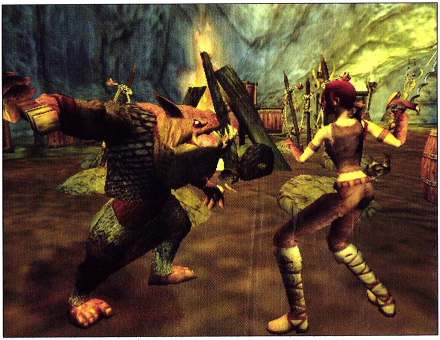
Drakan: The Ancients' Gate

First surprise of 2002?



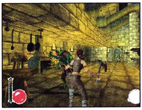
Developed by **Surreal Software** for **SCEA**, this is the sequel to a PC game produced by Psygnosis that hardly anyone saw, or even played. Not the best pedigree, for sure, but surprises often come out of nowhere, and Drakan is certainly one of them.

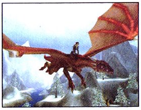
To describe the basics of the game, you'd be forgiven for stifling a yawn or three. It's a 3D action game with a shapely female lead, set in a swords-and-sorcery world full of people with fake English accents who use words like "forsooth," and it features lots of terribly melodramatic acting. It isn't a medieval fantasy Tomb Raider wannabe, though, thanks to some distinctly RPG-flavored sections—an intuitive and novel spell-casting system allows you to wiggle the analog sticks around to initiate some spectacular effects. And, oh yeah, it has dragons. Big, scaley, fire-breathing dragons that you can fly around on the back of and belch fiery death upon pretty much anything that gets in your way. Fans of Sega's Panzer Dragoon series will no doubt sport a grin at the prospect of a role-playing/dragon shooter hybrid game—and rightly so. It's certainly an ambitious game, and despite some of the overacting and fantasy mumbo-jumbo, it could prove to be a surprise hit in **January**.



Rynn

She's shapely, sassy, sexy and considerably more than your average game babe. The latest to step up and take on gaming queen Lara Croft, Drakan's Rynn certainly has more to offer than Portal Runner's odious Vikki Grimm. For a start, she keeps her clothes on. She's a dab-hand with a sword, is a fully licensed dragon pilot, and if she waves her arms around in the correct manner, she shoots magic sparkles from her finger tips. Pretty hot, huh?





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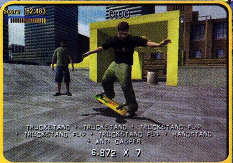
Score 62,463
0:00
TRUCKSTAND + TRUCKSTAND + TRUCKSTAND FLIP
+ TRUCKSTAND FLIP + TRUCKSTAND FLIP + HANDSTAND
+ ANTI CASPER
6,872 X 7

All new flatland tricks like Caspers, the Primo, and the Handstand Manual.

SCORE 500
AIRWALK
500

Skate with friends in all new online play.

Score 17,272
0:44
BS NOSESLIDE
590

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Dynasty Warriors 3

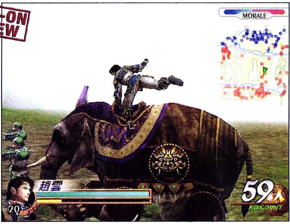
HANDS-ON PREVIEW

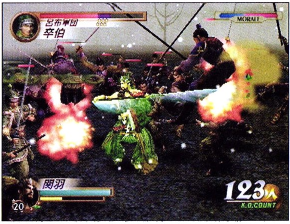
More tactical action than ever before

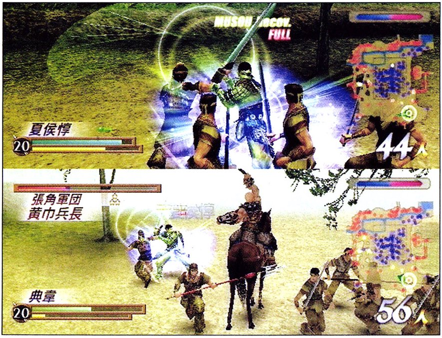
If you played **Koei**'s PS2 launch game, Dynasty Warriors 2, odds are you fell into one of two camps: Either you hacked and slashed among the 30 on-screen characters for 12 minutes, had your fill, then left it for good...or you hacked and slashed for 12 *hours*, discovered the great strategy involved past the second battle, and still couldn't get enough—even after having beat it with all three kingdoms. Things shouldn't change much when Dynasty Warriors 3 hits stores in **late November**. You're essentially getting the same game this time, only with several noteworthy additions.

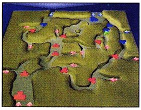
Basically, Koei's in-house developer **Omega Force** has added more, more, more to just about everything. Fifteen new stages join the revamped original eight (see sidebar), including some with different objectives than "kill the bad guy," adding to the strategy. Of course, more stages means more gameplay, and a more in-depth story ripe for development. You'll also fight and play as a greater number of characters than before. Once you unlock all 41 of them, in fact (from an initial nine), you'll scoff at DW2's mere 28. And naturally, more characters translates to more new, often unique weapons to master, the coolest being a set of blades attached to the back of the hand a la Wolverine or Vega from Street Fighter. What's more, your soldier can actually enhance his or her weapon by picking up power-ups attained as you defeat generals and other high-ranking enemies. Of course, if the battle gets too tough, your high-powered Musou attack remains as reliable as ever. Better yet, DW3 allows you to command your bodyguards, telling them to help out or stay back. And speaking of commands, you'll actually *hear* each of them as voiced by your lead officer, in addition to the subtitled-only version you might remember from DW2.

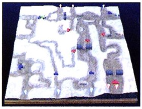
But the one thing that most significantly sets DW3 apart from its predecessor? Two-player mode! Whether playing as a duel or in co-op mode throughout an entire campaign, Dynasty Warriors is no longer a one-person affair. Is this the next step to online for Dynasty Warriors 4?





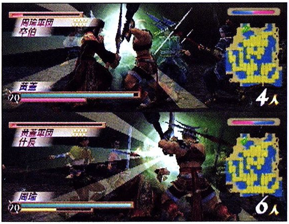






Playing With History

Since all of the Dynasty Warriors games are set during China's Three Kingdoms era, you shouldn't be surprised to find that you'll fight the major battles of the period in each game. But that's not to say that Koei has to give us the exact same experience. While we *are* once again fighting Dong Zhou's forces in the second battle, for instance, the battlefield's layout is quite different, as seen above.



Duel!

Sure it's fun to fight an entire campaign cooperatively alongside a friend, but we know what you're *really* looking forward to with Dynasty Warriors 3's two-player mode are the duels. As well you should. But don't go thinking you've only got your opponent to take on. Rather, you also must deal with his allies, whether they be measly foot soldiers or high-ranking officers. It can be a lot of work just to achieve your goal of KOing your bud's character.

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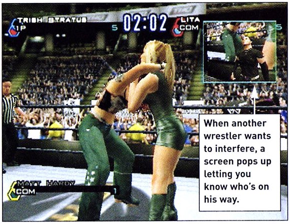
WWF SmackDown! Just Bring It

HANDS-ON PREVIEW

As close as you'll get to the WWF

Fast. That's the one word best describing the PS one versions of SmackDown!. Sometimes *too* fast. But the PS2 version is a surprising step back from that frantic quickness, so much so that the game feels a bit sluggish. Don't misunderstand, though—pandemonium still runs wild with the playable that elbow-dropped into our grips. But the trademark of the earlier versions was speed. We're just wondering if that's one element that'll return to the squared circle before the game is released.

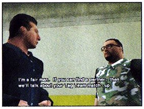
Regardless of pace, the best part of **THQ**'s certain **October** success is the deep Story mode. Instead of the same things being said over and over, the amount of text is staggering. At different times, you'll be able to choose whether you want to talk trash to one of your enemies or charge right into the ring and layeth the smacketh down. But the real key is the authenticity. The little touches will make wrestling fans feel like they're part of the WWF (well, before the Alliance business started anyway).


TRISH STRATUS
1P
5
02:02
LITA
COM
5
MATT HARDY
COM
1

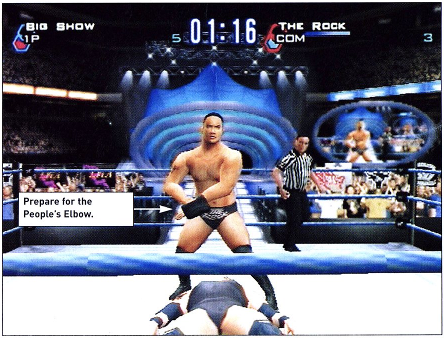
When another wrestler wants to interfere, a screen pops up letting you know who's on his way.

WILLIAM REGAL
1P
01:39
CRASH
COM

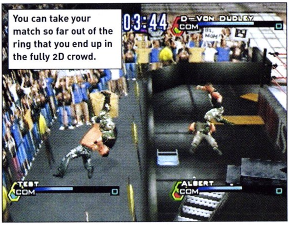
MOLLY HOLLY
COM
CHRIS BENOIT
COM
04
UNDERTAKER
COM
DEAN MALENKO
COM
TRIPLE H
COM
18



I'm a fair man. If you can find a partner, then we'll talk about your Tag Team match up.

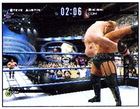

BIG SHOW
1P
5
01:16
THE ROCK
COM
3

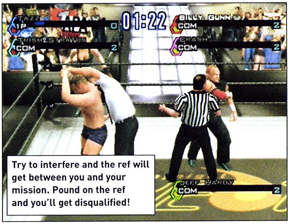
Prepare for the People's Elbow.


03:44
D-VON DUDLEY
COM
0
TEST
COM
0
ALBERT
COM
0

You can take your match so far out of the ring that you end up in the fully 2D crowd.

STEVE BLACKMAN
02:31
VINCE MCMAHON
COM

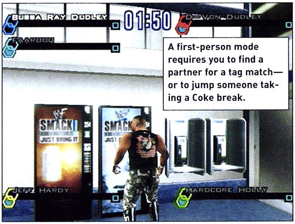

STEVE AUSTIN
02:06
RIKISHI
COM


TAZZ
1P
TRISH STRATUS
COM
2
01:22
BILLY GUNN
COM
2
CRASH
COM
2
JEFF HARDY
COM
2

Try to interfere and the ref will get between you and your mission. Pound on the ref and you'll get disqualified!

STEVE AUSTIN
00:55
TRIPLE H
COM

01:45
BILLY GUNN
COM
STEVEN RICHARDS
COM


BUBBA RAY DUDLEY
0
01:50
D-VON DUDLEY
0
FAAROOQ
0
SMACK!
JUST BRING IT
JEFF HARDY
0
HARDCORE HOLLY
0

A first-person mode requires you to find a partner for a tag match—or to jump someone taking a Coke break.

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a.p.a.

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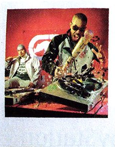

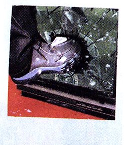

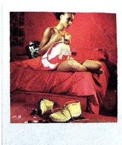

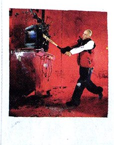

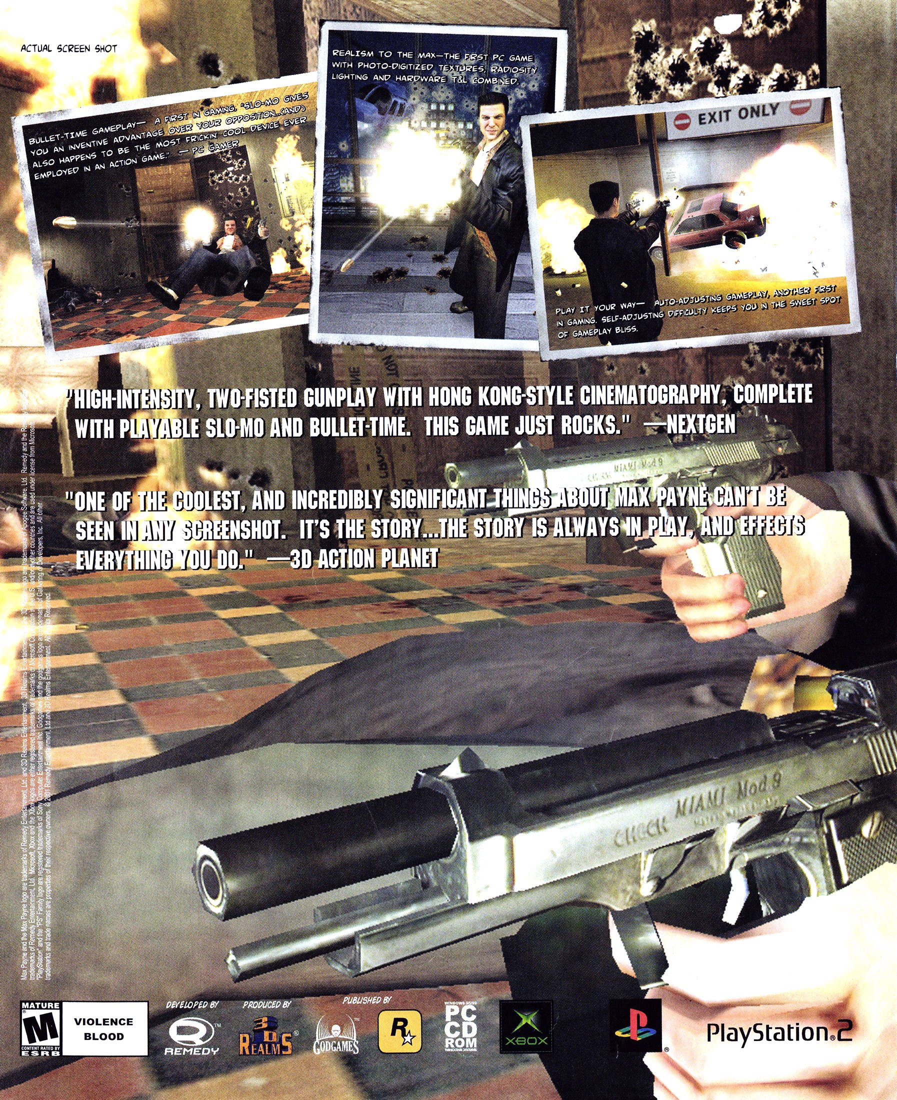

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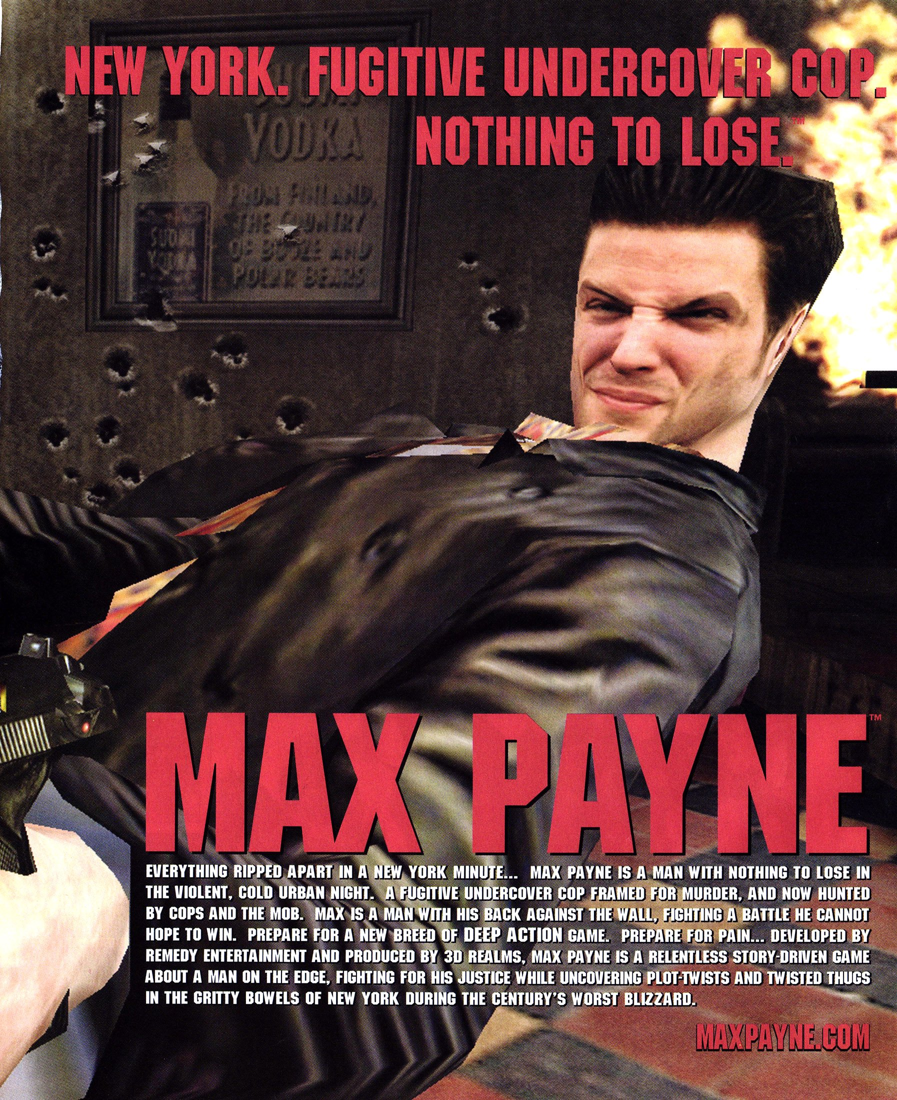

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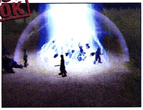
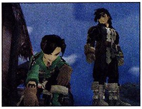
Suikoden III

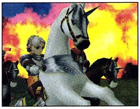
FIRST LOOK

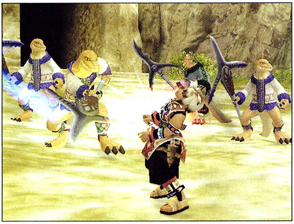
Final Fantasy X's first competition?

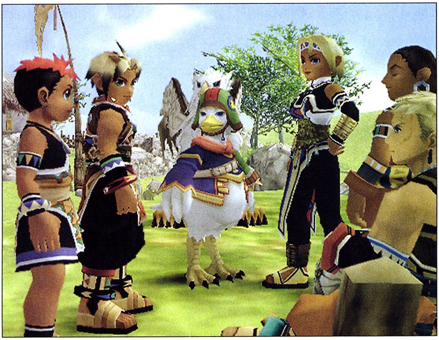
While the two Suikoden games on PS one received great critical praise, they never quite managed to achieve the attention of the Final Fantasy games. Now entirely in 3D and sporting much bigger production values, Suikoden III looks to change all that next **summer**. Taking place approximately 15 years after the conclusion of the original title, Suikoden III features a storyline that follows the adventures of three main characters, all of whom differ in age, feature unique personalities, and hail from separate parts of the world. As each character's narrative progresses, his or her story eventually becomes intertwined with those of the others. This means that actions taken with one character can directly affect the storyline of another. **Konami**'s game will also feature an entirely new battle and magic system.

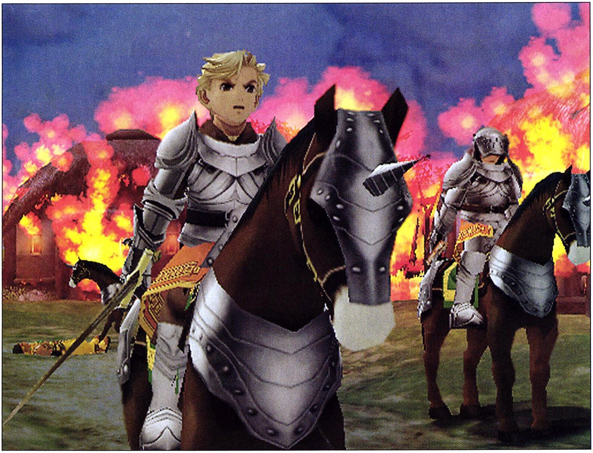


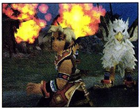


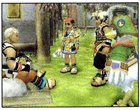


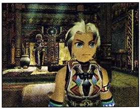


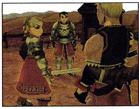












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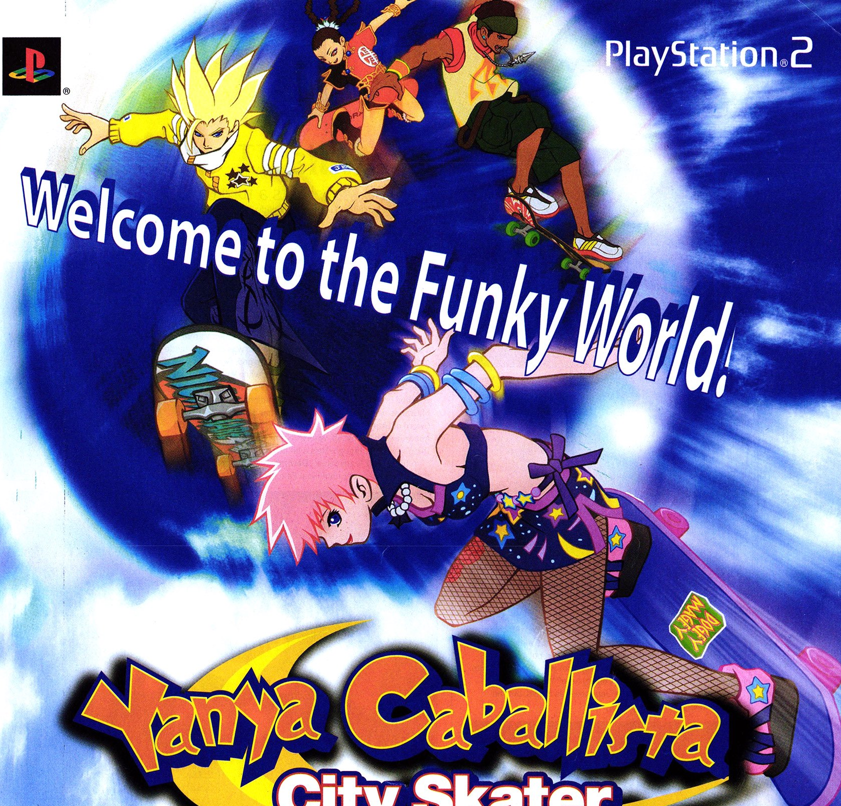
Welcome to the Funky World.
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Yanya Caballista
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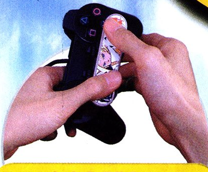
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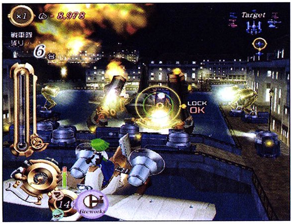
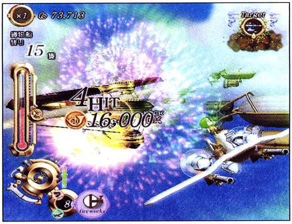
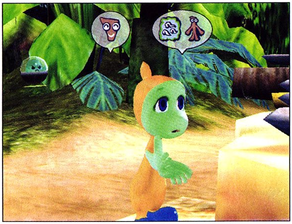




Sky Gunner

Let's see, now...an anime-style 3D shooter featuring retro-looking aircraft. Oh, and a thoroughly unique control scheme and gameplay style in which you're stuck stationary on the screen but can target everything around you, even into and away from your position. Righto. Think **Sony** will bring this gorgeous oddity here? We certainly hope so. Sky Gunner may be as entirely "Japanese" as it gets, but the game is definitely too cool to pass by.



Genshi

Although it features characters that look straight out of *Teletubbies*, Genshi will get some major hype from **Sony CEI** as its Japanese **winter** release approaches. The game centers around a group of aliens that have crash-landed on a primitive planet and need to figure out ways to communicate with the local primitives. That's where you come in, as you do your best to relate your intentions to the natives. Is this Sony's answer to Nintendo's Pikmin?

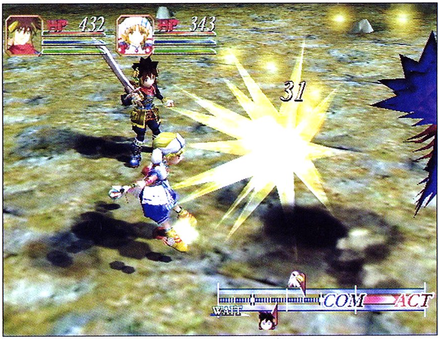
Grandia II

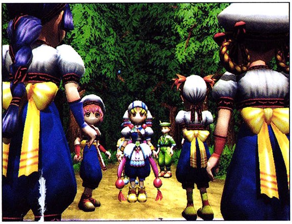
The RPG sequel gets a turn on PS2

Originally released for Dreamcast, Grandia II faced limited success due to the platform's relatively low installed user base. However, developer **GameArts** and publisher **Ubi Soft** are hoping for magic with the game's upcoming PS2 release. And based on the success of the Sony-released original among RPG fans and the fact it's being developed by the same team that crafted the Lunar series, it might just fare well.

The game stars a young bounty hunter named Ryudo, who is accompanied by his rather intelligent and quick-witted eagle, Skye. He's assigned to watch over Elena, a songstress on her way to a ritual ground to prevent the unsealing of the god Valmar. You see, the world in which Ryudo and Elena live was once the battleground for a massive war of the gods. One god, Granas (followed by the heroes), gave the world holy light, while Valmar attempted to destroy this light and usher in darkness. The world ultimately elevated into massive warfare among nations battling in the name of Granas or Valmar. That is, until Valmar was defeated by the Sword of Granas, which also left a massive gash in the ground known as the Granacliff, where Valmar has resided for ages. One thing's for sure, though: He's a bit itchy to get out.

A fully 3D RPG adventure, **December's** Grandia II will surely help tide people over until Final Fantasy X.





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GameStop.com	Y	$49.99	12/4/01

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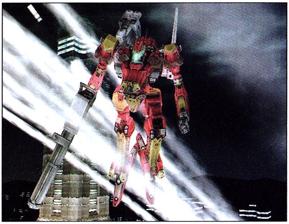
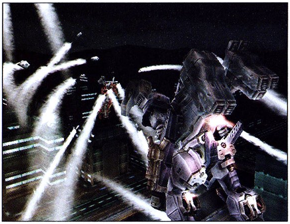
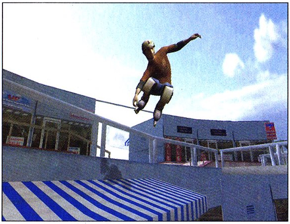




Armored Core 3

Slated for release next **summer** in Japan, **From Software**'s Armored Core 3 looks to emulate Zone of the Enders, featuring a slew of upgrades for the series. First off, the game is said to use a highly modified version of Armored Core 2's graphics engine to allow for visuals that approach CG quality. You'll also notice loads more ways to customize your mech (like we need any more), and can experience new versus modes in which to battle.



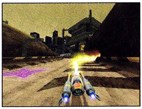
SK8

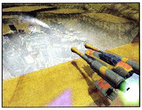
U.K.-based **Rage Software** is currently working on a PS2 inline skating game called SK8, which features such real-life professional Rollerbladers as Cesar Mora, Fabiola Da Silva and Jon Julio. The game also sports a variety of courses that include actual skateparks, as well as shopping malls and street-based environments. And if those don't keep you satisfied, its skatepark editor ought to. No official word on a U.S. release yet, but we expect it **next year**.

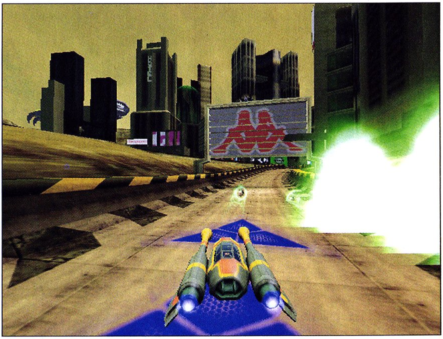
WipeOut Fusion

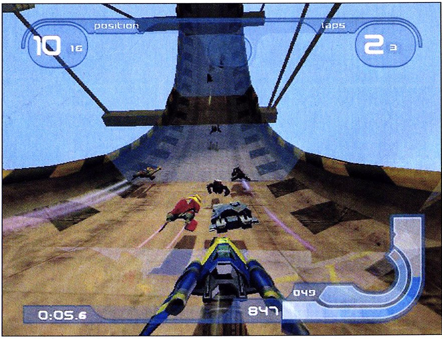
Speed demons wanted

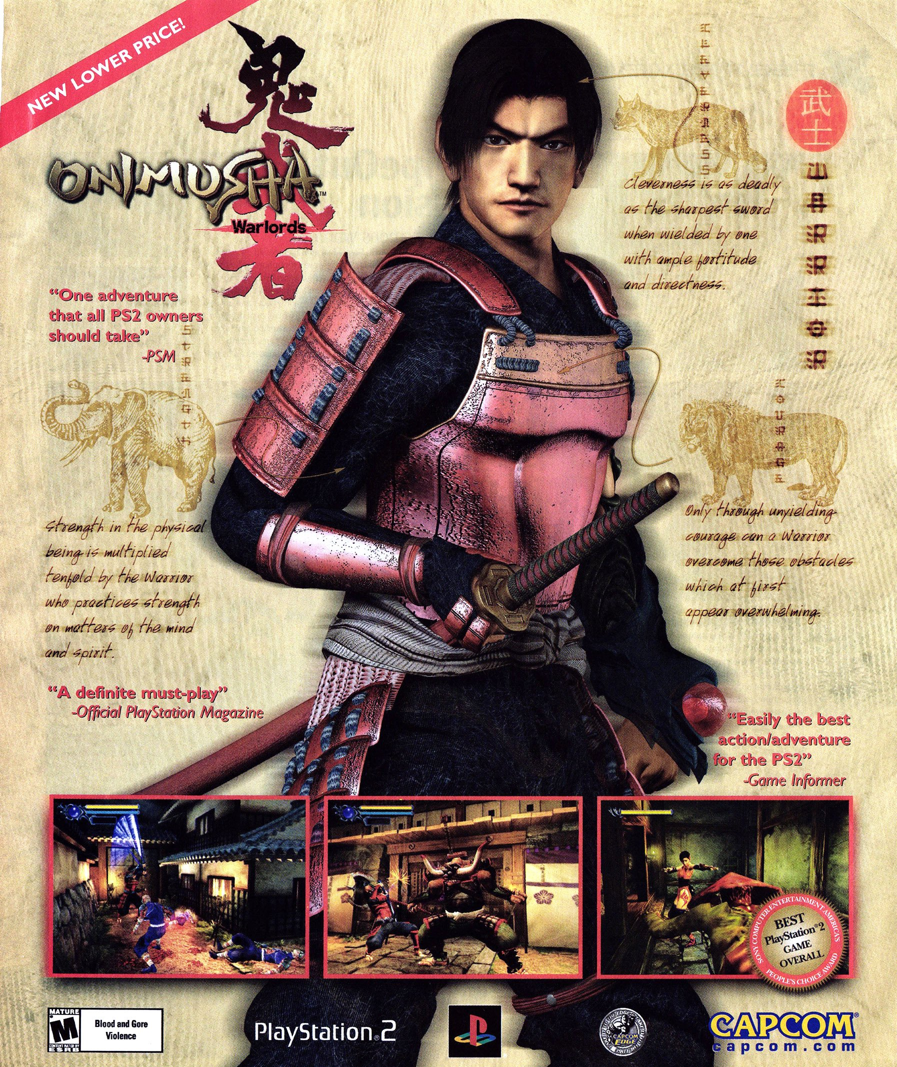
Ever since the PS2 launch, **Sony Liverpool** has teased us with screens from its new WipeOut game—even though it's still not officially announced for the U.S. But we all know it's bound to happen. At some point, we'll be zooming along futuristically, testing out the game's more sophisticated weapon effects and environments. We'll play with a sense of awe as tracks appear above our ships, allowing us to flip 180 degrees to the ceiling and take an alternate route. Which we should, of course, since finding shortcuts like this will prove as essential to our success as using weaponry effectively. We just want to know *when* we can do it!







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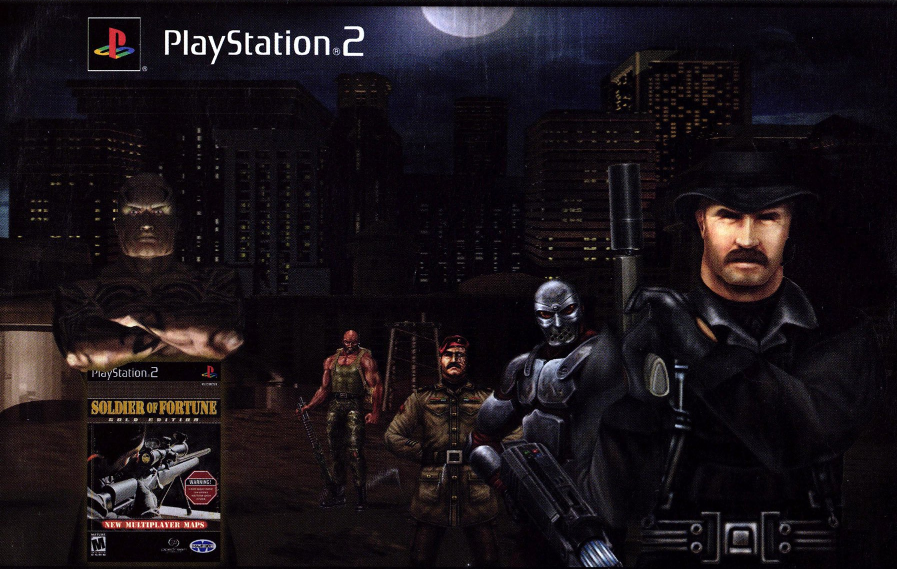
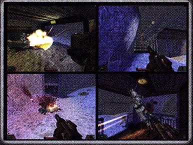
SOLDIER OF FORTUNE
GOLD EDITION

PlayStation 2



NEW DEATHMATCH MAPS



MATURE M CONTENT RATED BY ESRB — BLOOD AND GORE VIOLENCE

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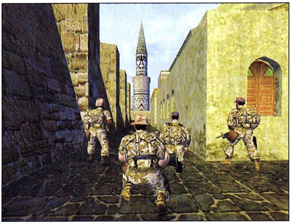
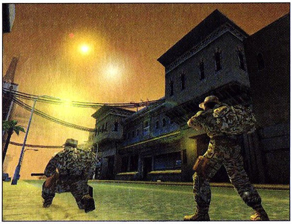
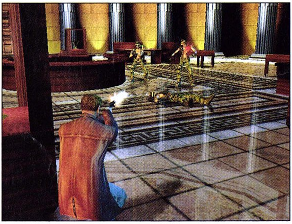




Conflict: Desert Storm

Currently in development at U.K. studio **Pivotal Games**, this 3D action-stealth game focuses on the events of the Gulf War, placing you in control of four Special Forces soldiers, each with his own skills and abilities. While each soldier can perform every task, the specialist is naturally better at particular objectives. Missions include indoor and outdoor environments, and players can even interact with vehicles like helicopters and tanks. Conflict hits Europe next **spring**.



Good Cop, Bad Cop

Coming from Broken Sword developers **Revolution Software**, this PS2 cop game tells the story of Ben Kellman, a tough yet cynical policeman who discovers that a prime suspect in a murder case is the same man who killed his father 25 years ago. From that point it's up to you: Seek revenge or seek justice. Depending on your decisions, the game changes according to your morality. Europe sees this one **next fall**—hopefully, we will too.

HANDS-ON PREVIEW

AirBlade

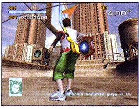
Marty McFly would be proud

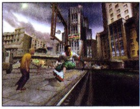
If you remember the Dreamcast game Trickstyle, then you've got a pretty good idea of what to expect of AirBlade. Coming from the same development team, **Criterion**, the game was recently completed, and we've had a chance to check out the final version.

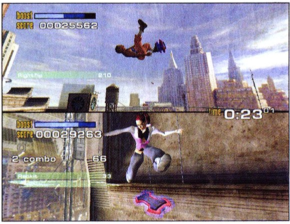
You play as Ethan, a hardcore skater entrusted with the top-secret AirBlade technology while he tracks down its inventor, who has been kidnapped by the sinister GCP Corporation for his secrets. Equipped with the AirBlade hoverboard, you have to complete a number of tasks per level, such as knocking over guards, destroying security cameras, or patrolling vans with searchlights. Controls are very tight, considering that you're standing on a hoverboard. Buttons assigned for grinding, jumping and performing tricks are fairly easy to use, and each trick refills a part of your speed bar. Pushing the jump button longer gives you a speed boost so that you can reach higher platforms or rails. The more spectacular your trick, the faster the bar refills.

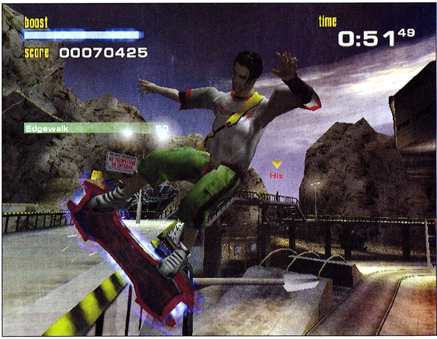
Visually, the game is quite spectacular, with highly complex and multileveled environments offering plenty of room. It's often fun just to cruise around the courses to marvel at the visuals.

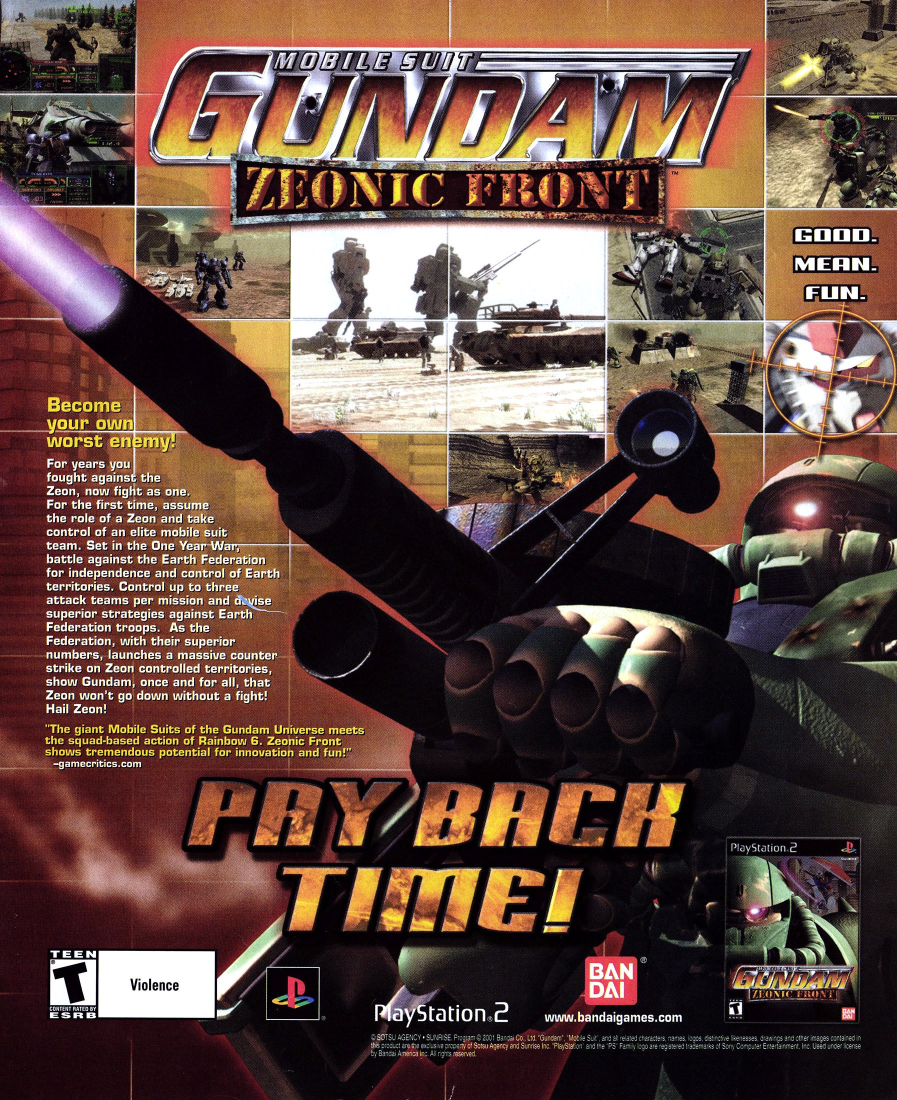
Sony Europe will release the game in **November** in its neck of the woods. As for a U.S. version, word has it a third party will deliver it here, as Sony CEA has yet to pick it up. We'll let you know.











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"Fish are tactical thinkers. You gotta outsmart 'em. You can't just toss in a lure and expect them to bite."
"Hey, Phil. There's a shiny thing over there. Let's go eat it."

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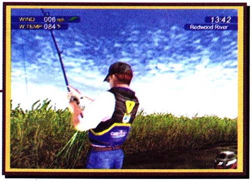
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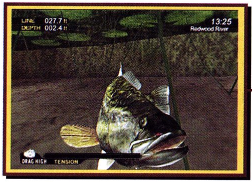
Redwood River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Redwood River
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TENSION

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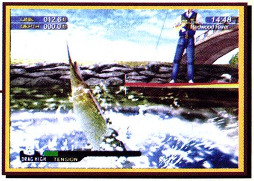
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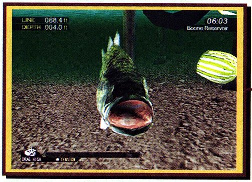
Redwood River
DRAG HIGH
TENSION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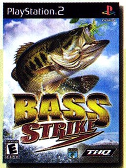
PlayStation.2
BASS STRIKE
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Coming Soon

November		
American Deer Hunting	Interplay	Hunting
Army Men: WW-Team Assault	3DO	Action
Blaster Master: Blasting Again	Crave	Action
Castrol Honda VTR	Interplay	Racing
Cubix	3DO	Action
Dexter's Laboratory	bam!	Action
Dragon Warrior VII	Enix	RPG
E.T.: Interplanetary Mission	NewKidCo	Action
Eternal Eyes	Crave	RPG
FIFA 2002	EA Sports	Sports
Gunfighter: Legend of Jesse James	Ubi Soft	Light Gun
Harry Potter & Sorcerer's Stone	EA Games	Action
Hoshigami: Ruining Blue Earth	Atlus	Strategy
Jeanette Lee's Virtual Pool	Interplay	Sports
NBA Live 2002	EA Sports	Sports
Pajama Sam	Infogrames	Edutainment
Saltwater Sportfishing	Take 2	Fishing
Snoopy's Party Adventure	Infogrames	Action
Spec Ops: Covert Assault	Take 2	Action
Tony Hawk's Pro Skater 3	Activision	X-Sports
Twisted Metal: Small Brawl	Sony CEA	Action
V.I.P.	Ubi Soft	Action
Worms World Party	Eon Digital	Strategy
X-Bladz: In-Line Skating	Crave	X-Sports
December		
Atari Anniversary Edition	Infogrames	Collection
Mega Man X6	Capcom	Action
January		
Syphon Filter 3	Sony CEA	Action
Future Releases		
Bear in the Big Blue House	Ubi Soft	Edutainment
Black & White	TBA	Adventure
Dragon Warrior IV	Enix	RPG
Hidden & Dangerous	Take 2	Action
NHL FaceOff 2002	Sony CEA	Sports
Planet of the Apes	Ubi Soft	Adventure
Untitled racing game	Ubi Soft	Racing

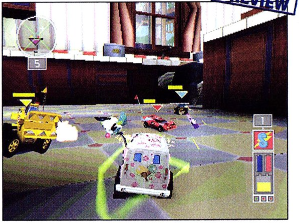
Twisted Metal: Small Brawl

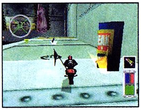
HANDS-ON PREVIEW

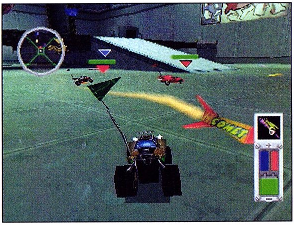
Isn't Sweet Tooth just *adorable*?

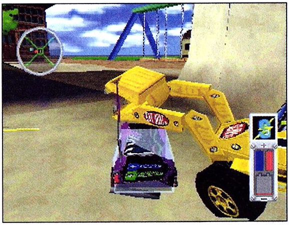
Ever see the "If They Mated" sketch on *Late Night With Conan O'Brien*? You know, the one where they morph two celebrity images into one to represent what their offspring would look like? Well, imagine that concept used to describe what would happen if Twisted Metal and an RC game like RC Revenge Pro got together—because Twisted Metal: Small Brawl is exactly what you'd expect as a result. It mixes all of the ingredients, from the characters, to the graphical styles, to the controls. But unlike on the *Conan* sketch, where all the morphed offspring come out as horrendous creations, Twisted Metal: Small Brawl offers what is quite possibly the perfect DNA match. The RC elements really do give a fresh face to the car-combat gameplay, and it ends up as a fun new creation of its own.

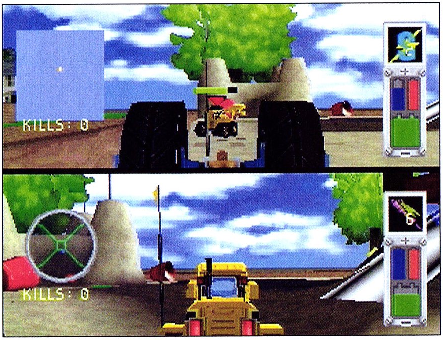
With the latest playable version we've toyed around with, we've had a good time with a few of the game's 18 vehicles, many of which you'll recognize as miniature versions of traditional Twisted Metal favorites, including Axel, Mr. Grimm and Sweet Tooth. Gameplay-wise, it's already lots of fun, especially racing through areas like the school playground. You can play the scaled-down Twisted Metal this **November**.

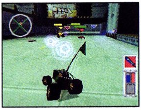












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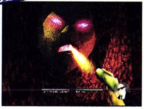
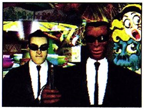
Men in Black: The Series–Crashdown

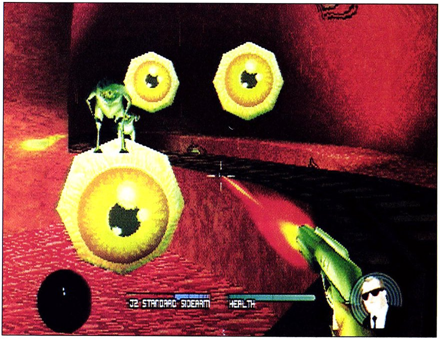
HANDS-ON PREVIEW

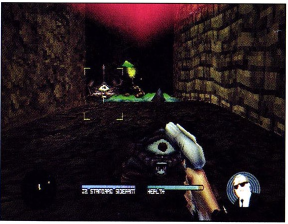
It's the MIBs

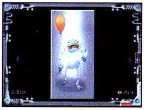
Now that *Men in Black: The Series* is off the air and *Men in Black 2* doesn't hit theaters until summer 2002, we have to question **Infogrames'** marketing sense in having released Crashdown in **October**. Still, if the three missions we've played are any indication (the game remains unfinished as of press time), it could prove itself worth a look. We were quite surprised to discover its action took the form of a first-person shooter, making this game based on a cartoon easily the youngest-aimed title of its genre created for PlayStation. And while this might mean a lack of the gore usually associated with such titles, it doesn't deprive us—playing as both Agents J and K through 26 levels of action—of a multitude of weapons with which to protect the Earth from the scum of the universe. It's a unique arsenal that shouldn't disappoint MIB fans. Likewise, many of the series' most popular aliens and characters appear (archnemesis Alpha included), often via well-executed full-motion video cutscenes.









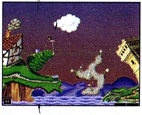


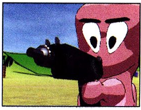
Extras

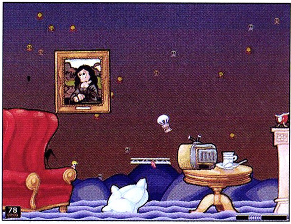
Like a special-edition DVD, Crashdown comes with a section full of bonus material, including concept art (above), alien and weapons profiles, and a brief history of the MIB.

Worms World Party

"Incoming!" **Eon Digital Entertainment** enters the PS one publishing scene this **November** with the release of Worms World Party, porting the previously released PC/Dreamcast title. Like the previous Worms games, World Party is probably best described as "comedic strategy," as your team of four slimy invertebrates takes on as many as three other groups in all-out 2D turn-based warfare. It shines as a multiplayer game, featuring several new such modes.

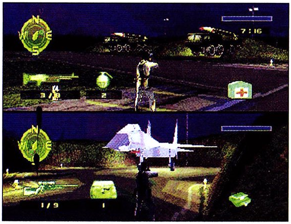


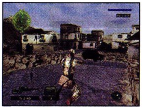


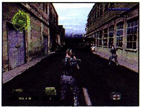


Spec Ops: Covert Assault

We liked the first Spec Ops so much that it earned every square nanometer of ink attributed to its one-disc rating. Then the second came out and was of equal "quality." With Covert Assault, can **Take 2** officially succeed in making Spec Ops the most lamented PS one series available? It sounds a little too deep at this point to manage such a feat—four worldwide locations, 10 weapons, six ranger types, two-player mode—but we certainly won't count out the possibility!

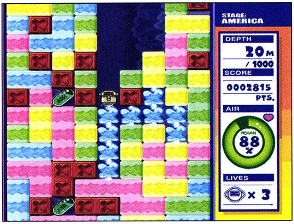


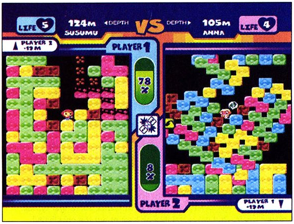




Mr. Driller G

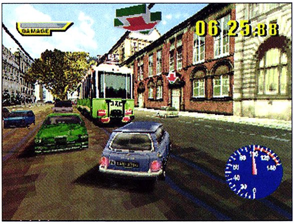
Everyone loves Mr. Driller. And now that Mr. Driller G has been released in Japan, **Namco** offers five new characters to share the limelight aside the Prince of Pastels, each drilling their way through countless layers of colored blocks—trying not to get squashed all the while—in their own unique way. But the really cool thing this time? Simultaneous two-player mode! But alas, we here in the States are at a disadvantage, as Namco has no plans to release it here...yet.





The Italian Job

Based on a movie that hardly anyone in the U.S. has heard of, The Italian Job from **SCi** gives gamers a compelling Driver-esque experience featuring fab little minis, a story about a bank robbery, and some gorgeously rendered Italian street environments. The movie on which it's based is a '60s classic in the U.K., and features London-fave Michael Caine (*Cider House Rules*), who isn't half as famous here in the States as he in his homeland.

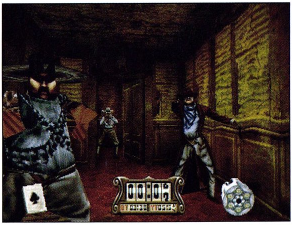


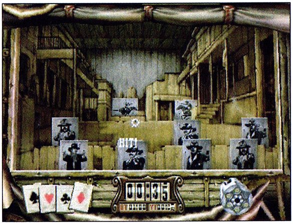
HANDS-ON PREVIEW

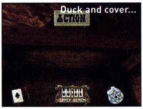
Gunfighter: The Legend of Jesse James

Wild Gunman meets Time Crisis

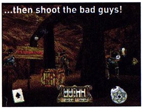
And you thought only Namco was willing to release light-gun games these days. In this **November** Guncon-compatible release, **Ubi Soft** takes us back to Missouri in 1870, when Jesse James' mug adorned wanted posters everywhere you went. Gunfighter puts you in the boots of the legendary outlaw in a quest to save his girlfriend (and cousin in real life—yuck!) Zerelda from her kidnappers. But who's responsible for the abduction? Was it the tequila-guzzling bandito, Ramon Rojo? Or perhaps the power-hungry outlaw gang leader, Jack Carson? Either way, it means blasting your way through five levels of mean fellers in cowboy hats. Gameplay adopts a Time Crisis style, as you duck and cover behind whatever's there, emerging at the proper time so as not to take a shot yourself. Don't worry if you do take a bullet, though—you're allowed four hits altogether, and you can shoot special items for extra lives. Another such item adds to your time restraint—which itself you might find more daunting than enemy fire!







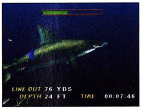
Duck and cover...

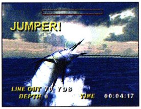


...then shoot the bad guys!

Saltwater Sportfishing

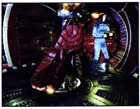
With Saltwater Sportfishing, **Take 2** offers 24 deep-sea fish to catch throughout 12 exotic locations. Also choose from 20 different lures and 10 line weights through three modes of play.



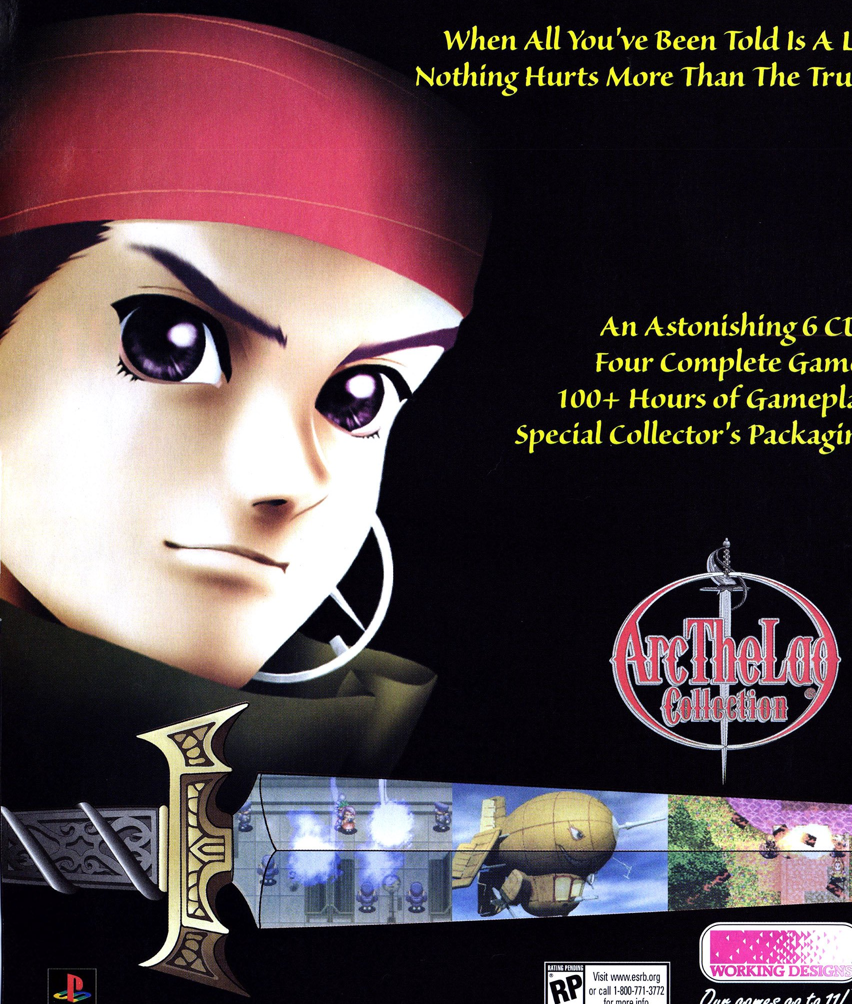


Martian Gothic: Unification

Way back in June 2000, we first told you about this $9.99 title from **Take 2**. And guess what? It still exists! Released on **Oct. 29** and featuring a story by sci-fi novelist Stephen Marley, Martian Gothic places your three-character team on a mission to find out exactly what happened to the lost inhabitants of a Martian base. Of course, the answer isn't pretty, and your teammates must separate and work independently—yet strategically—in order to survive.



When All You've Been Told Is A Lie, Nothing Hurts More Than The Truth.



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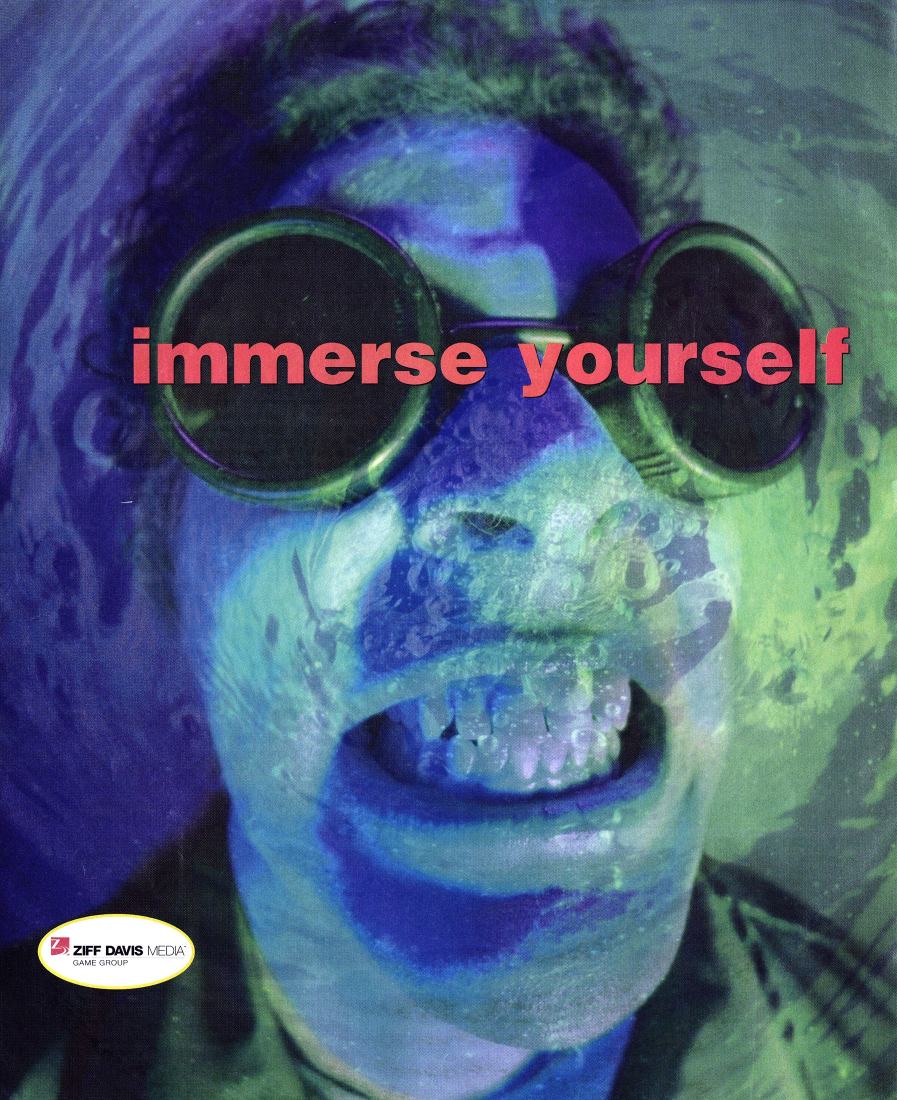
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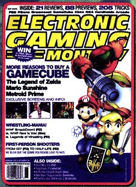
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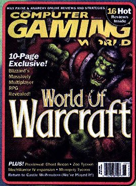
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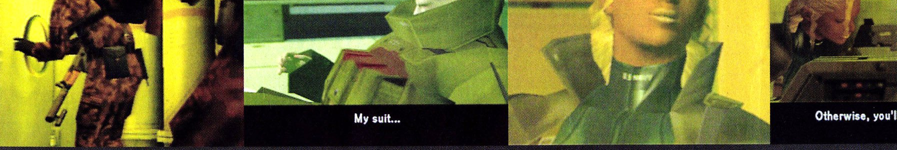
METAL GEAR

SONS OF LI


My suit...
Otherwise, you'l

PARE YOU FOR

AGE ACTION

SOLID 2

BERTY

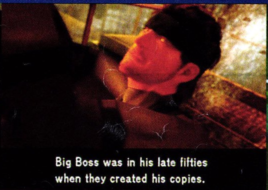
...BUT THIS MIGHT HELP

By John Davison and Joe Rybicki

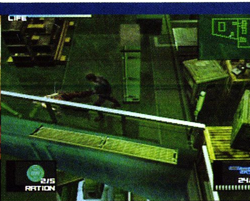
It's fairly safe to say that few games have ever evoked quite as much enthusiasm as Metal Gear Solid 2. The previous game was so successful, and inspired such passion in its fans, that gamers of all tastes have been giddy with excitement for almost two years now. There aren't many properties in any form of entertainment that can prompt that kind of devotion. Maybe *Star Wars*, maybe *The Matrix* or the *Lord of the Rings* trilogy, and possibly, oh I dunno, maybe a Radiohead album, but when it comes to games, comparable experiences are few and far between. Sure, Final Fantasy gets its dues, but there's one of those every year. So far on PS2, only Gran Turismo 3 has whipped the general populace up into any kind of mass frenzy: It prompted half a million of you to part with $50 within a few days of its release, and several hundred thousand more followed suit in the ensuing weeks.

This is nothing compared to Metal Gear Solid 2, though. When first previewed at the Electronic Entertainment Expo in L.A. back in 1999, there were game journalists so overcome with emotion at the sight of Snake's PS2 antics that they were welling up like a bunch of weepy girls at the end of a Julia Roberts movie. When the video was released on the Internet, and later on the *OPM* demo disc, it caused a mad scramble as hardcore fans and new gamers alike gawked slack-jawed and incredulous at the

the one to die!



Big Boss was in his late fifties when they created his copies.



METAL GEAR SOLID 2

spectacle. Grown men were seen to dribble uncontrollably as Harry Gregson-Williams' score reached its crescendo while images of Snake engaging in the mother of all gunfights blazed on the screen.

When the playable demo turned up earlier this year, the frenzy intensified further as anyone with even the faintest interest in the game sought out a copy of Zone of the Enders in order to get their hands on the packed-in demo disc. Our own Zoe Flower was even moved to comment on the effect it had on her undergarments the first time she played it. Don't ask me; I've got no idea what she's talking about, but I think it might be something fairly positive.

If you've played this demo, then you've experienced approximately 7 percent of the game—a mere taste of what is to come.

Subsequent trailers (like that shown at the Tokyo Game Show in October) and screenshots have been met with an enthusiasm so fervent, it's hard to believe.

As rumors and stories about the closely guarded plot started to leak out, Metal Gear creator Hideo Kojima chose not to court the press, but instead to completely shut down all contact with the outside world. The story of Metal Gear Solid 2 has to be a surprise in order for it to "work." There are so many twists, so many clever developments, that to go into the experience with prior knowledge is to ruin it. Some less discrete members of the press have let slip some fairly significant plot spoilers into the online community recently, so if you really want to shield yourself from vital info, you need to keep yourself away from Metal Gear-related chat forums and message boards. What this carelessness also achieved was a sudden and dramatic increase in Kojima's paranoia about the game. As such, the review that we have elsewhere this issue is one of the first that you'll read anywhere, as Konami has been keen to control the flow of information prior to the Nov. 13 release date.

Obviously, we don't want to spoil the game for you, as this would negate a great deal of the point that we're trying to make here: While there are so many "big deals" about MGS2, one of the most significant is that it boasts a plot so expertly crafted, and so full of shocks, that you'll be transfixed for all 16 hours of the experience.

"Since Metal Gear Solid 2 is to end the Metal Gear Solid saga," Kojima revealed in an interview with our sister publication, *Electronic Gaming Monthly*, "many questions will be answered."

From the extensive play time that we've spent with the game, not only will many questions be answered, but also many more will be raised along the way. For all the hype about games pushing your emotional buttons in recent months, nothing for me has come close to the nerve-wrenching stuff dished up with startling regularity throughout Sons of Liberty. Maybe I'm just a sucker for a good story and some well-considered characters, but I lost count of the number of times I bobbed around on a roller coaster of emotions that ranged from intrigue to excitement to anger and disappointment to elation and back again. As the story pushes the boundaries in all directions, including in some places, plain good old-fashioned taste, it matches it with gameplay aspects that keep you on the edge of your seat. The much-publicized and enthused-about stealth aspects of the series help build tension with every step through the game world, but it's the combat that really gets your blood pressure climbing. The shock of a bad guy spotting you, the spit of gunfire, often from where you least expect it, and the quick fumble as you draw your gun never fails to keep your chest pounding. The bad guys behave in a most convincing manner, from the way they patrol the environments to the way they interact with

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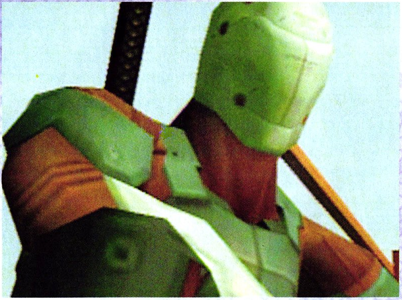
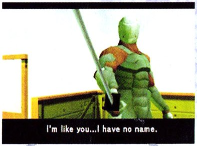
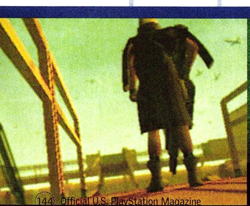
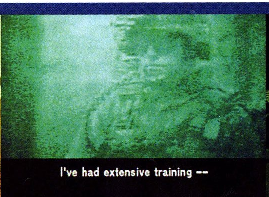


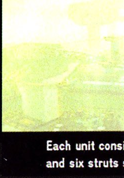


I'm like you...I have no name.





I've had extensive training --



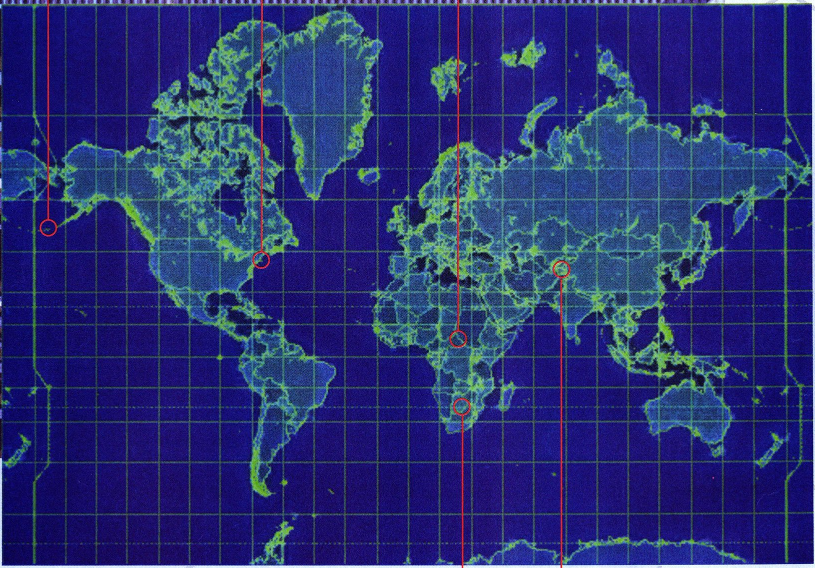
Each unit consi
and six struts

AROUND THE WORLD IN 5 GAMES

shadow moses
Fictional member of the real Fox Islands in the Bering Sea, off Alaska. Site of **Metal Gear Solid**.

new york city
Real United States metropolitan center of trade, shipping and transportation, and site of **MGS2**.

Gindra
Fictional, oppressed Central African nation and site of **Metal Gear Solid** for Game Boy Color.



outer heaven
Fictional nation 200km north of the fictional city of Galzburg, South Africa. Site of **Metal Gear**.

zanzibar land
Fictional site of **MG2**. Not to be confused with the real island of Zanzibar, off Tanzania, Africa.

of a central core
rounding it.

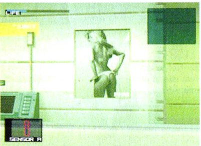
Offshore decontamination facility 'Big Shell'

Get ready to fast rope down to Shell One!

each other. This isn't something where Enemy Goon #143 trundles around the corner, gets in your face, and opens fire, no...these guys are smart. Many of the particularly spectacular battles have a certain "set piece" air about them, but the effect is both cinematic and technically impressive. As you duck behind anything you can find for cover, so too do the enemy guards. They even show visible signs of panic as you take out their buddies and leave them fighting the good fight all on their own.

Character development is something that Kojima is particularly good at, and clearly very fond of. No sooner have you encountered a major player in the game, then you begin to understand the very nature of who they are and what they want. As with the previous games, even the most bizarre and disturbed lunatics are humanized. Just like real life, no one believes that they're evil, no one thinks they're in the wrong, and everyone thinks their cause is just. These themes are explored with such subtlety and care that by the end of the game, you're forced to consider whose side you're really on.

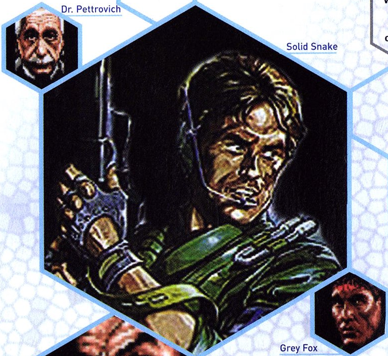
LIFE
SENSOR A



No doubt you'll have skimmed through the pages of this feature by now to check out all the cool screenshots of the game. You should also take the time to refamiliarize yourself with the history of the franchise. Maybe you're coming to this game as a Metal Gear virgin; most of you will no doubt have only played the first Solid game on PS one; but those of you who are proud to the very hardest, darkest depths of your

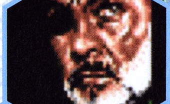
METAL GEAR

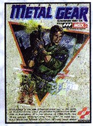
Unless you're the hardest of the hardcore, chances are you've not played *all* four (OK, five, but we *really* don't like to talk about Snake's Revenge) previous Metal Gear games. So we've compiled this history to help you with some of the minute details. But beware: This section contains *MAJOR SPOILERS*. Don't say we didn't warn you.



AND SO IT BEGINS...

Snake's debut adventure featured a much smaller supporting cast than Metal Gear Solid fans might be used to: Fox-Hound consisted of the rookie (but already hardass) Snake himself, good buddy Grey Fox (née Frank Jaeger) and big boss, er, Big Boss.

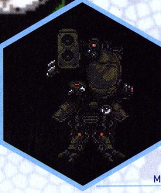




1995: In a tiny country called "Outer Heaven," rumors have surfaced regarding a devastating new weapon. U.S. special-forces group Fox-Hound sends in its most trusted operative, Grey Fox, to investigate, but he is captured. Troubled by the apparent loss of their greatest agent, Fox-Hound sends in rookie Solid Snake to investigate. With courage and skill, Snake locates Fox and learns the secret of Metal Gear, a walking tank with devastating nuclear powers. Upon defeating Metal Gear, he discovers that the leader of Outer Heaven is actually Big Boss—the commander of Fox-Hound.

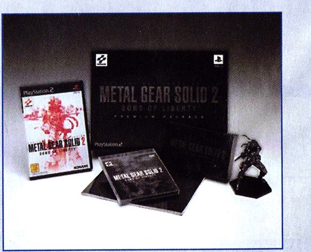
Metal Gear was originally released in 1987 in Japan for the MSX PC. A U.S. version was released in 1988 for the Nintendo Entertainment System, and even with some rough translation it was clear this was the start of something great.

...who, of course, turned out to be the Big Baddie behind the whole thing to begin with. With the help of the apparently naive Dr. Pettrovich, he released the world's first walking nuclear threat in the form of Metal Gear TX-55. Aww, just look at that adorable, trademark 8-bit robot design.



LOOK BUT DON'T TOUCH

If you've got anything in your mouth right now, you're going to want to swallow it or spit it out. You'll need your breathing passages clear for the scream of anguish you're about to unleash. See, Konami has announced a special limited-edition "Platinum Package" for MGS2. The set will include a selection of fantastic extras; in addition to the game (in a special DVD case), fans will get a 72-page book of artwork called "Metal Gear Chronicle," a 100-minute DVD documentary on the making of the game, and a metal Snake figurine. This all comes in a beautiful, black, oversized package and will retail for about 9800 yen. Yep, we said "yen"—the package won't be coming here, at all. Believe us, we feel your pain. Not only that, but the word on the street is that these will be available only in very limited quantities over there. So you're going to want to find a quick, reliable importer if you're planning on dropping the roughly $80 (plus shipping) necessary to snag this excellent package. We wish you luck.



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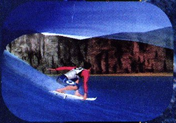

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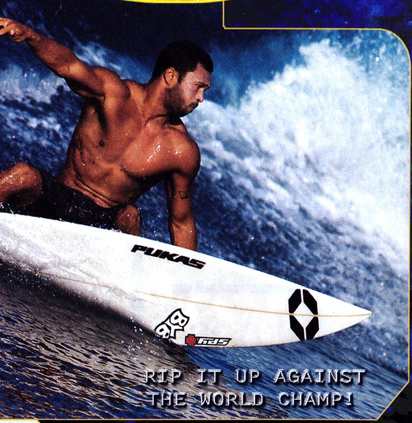
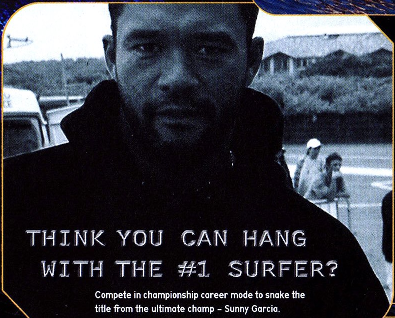


RIP IT UP AGAINST THE WORLD CHAMP!

SHANE BESCHEN
AIRWALK AIR
AT SANDY BEACH



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Off-Shore Winds...Barreling!
It's time to grab your stick and get ready to go off! Sunny Garcia Surfing captures the true essence of surfing as you travel the world in search of the perfect wave. Drop in on a gnarly Fiddlesticks 30-footer or have crazy fun sessions with Sandy Beach's 3 to 4 Foot sets. Packed with ultra-realistic moves, you'll be stoked as you link together all of today's sickest surfing tricks including round-house cutbacks, lippers, floaters, barrel rides and unreal airs.
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SPY

LOPEZ brothers

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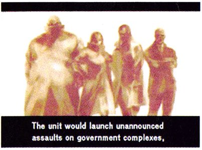
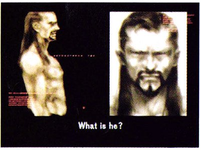
hardcore soul will have played everything in the series. Twice. At least. To fully appreciate what MGS2 is about to spread before you, it's best to have an understanding of just what, exactly, the hell is going on. If I tried to explain everything to you, purely in the context of MGS2 (and without giving any vital plot elements away), it would be spectacularly complicated, confuse the hell out of you, and make you wonder if you'll ever be able to keep track of what's going on in the new game. It's really not that bad though, and while you don't specifically need to know who's who and what's what, doing so will help accentuate the drama of the more significant moments in the game.

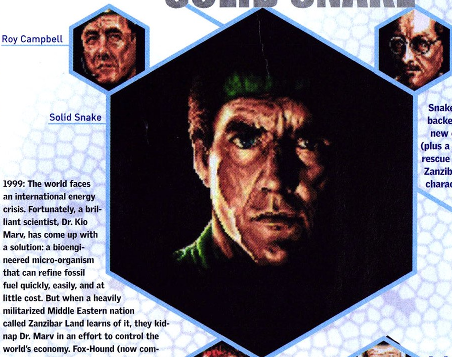

The unit would launch unannounced assaults on government complexes,

FATMAN
FOX
VAMP
GEORGE SEA



VAMP (Phil La Marr)

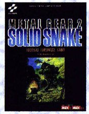
METAL GEAR 2: SOLID SNAKE

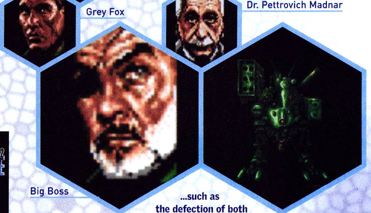


BACK IN THE SADDLE
Snake returns from retirement, backed up by Roy Campbell, the new commander of Fox-Hound (plus a selection of other allies), to rescue inventor Dr. Kio Marv from Zanzibar. We begin to see deeper character development throughout the adventure.

1999: The world faces an international energy crisis. Fortunately, a brilliant scientist, Dr. Kio Marv, has come up with a solution: a bioengineered micro-organism that can refine fossil fuel quickly, easily, and at little cost. But when a heavily militarized Middle Eastern nation called Zanzibar Land learns of it, they kidnap Dr. Marv in an effort to control the world's economy. Fox-Hound (now commanded by Col. Roy Campbell) is called in to take care of the problem. Knowing only one man right for the job, Campbell calls the now-retired Solid Snake back to active duty. But when Snake penetrates Zanzibar, he discovers that his old friend Grey Fox is the leader of the country's mercenaries. Snake defeats Fox, leaving him for dead, and at last rescues Dr. Marv—and faces Big Boss once again. It seems that Big Boss survived Outer Heaven, and is actually the founder of Zanzibar...and the owner of a shiny new Metal Gear. Snake defeats both, Big Boss perishes, and both Snake and Campbell leave Fox-Hound for good.

Released for the MSX2 in 1990, Metal Gear 2: Solid Snake never made it to the U.S. Instead, gamers were "treated" to the Snake's Revenge, which was so awful that it was later excised from the Metal Gear canon; as far as Konami is concerned, it didn't happen.





...such as the defection of both Grey Fox and the newly surnamed Dr. Pettrovich Madnar to the side of Big Boss. The new Metal Gear D enjoys a more sophisticated design. An additional, almost man-sized Metal Gear (G) is designed, but later stricken from the game.

ULTRA
SNAKE'S REVENGE

BLACK SHEEP

Don't be surprised if you've never heard of this game. This U.S.-only NES sequel to Metal Gear was developed without the supervision of Hideo Kojima, and the results were disastrous: In a weak attempt to inject humor and action into the series, the designers made a mockery of Kojima's efforts. Don't believe us? Check out this storyline: As "Lieutenant" Solid Snake, you have to infiltrate the nation of *Ishkabibil* to defeat a villain who "has won the 'Merciless Man of the Year Award' eight straight times," according to the manual. His name? Wait for it: Higharolla Kockamamie. (We WISH we were making this up.) In addition to this almost sacrilegious "humor," the game also included a much larger emphasis on action (and conversely, a smaller emphasis on stealth), even going so far as to include side-scrolling segments. Ick. Konami has since stricken this disaster from the official Metal Gear record.

PlayStation®2

Mocchi
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MON
VS.
player

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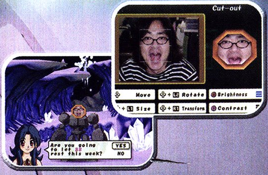
Cut-out
Move
Rotate
Brightness
Size
Transform
Contrast
YES
NO

Are you going to let ?? rest this week?

Durahan
60
Beaklon
Menu
Regenerate
Hibernate
Place
Split
System
Move

So, what are we going to do?

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Monster Rancher 3

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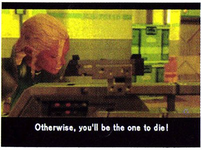
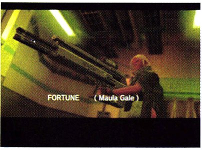
What's most important to know is that there are numerous factions all seeking different aspects of related similar goals here (see our Glossary on page 152 for more specific details). You have the terrorists; the military; Solid Snake and Otacon's private organization, known as Philanthropy; Fox-Hound; as well as fringes of each of these groups. You'll spend a great deal of time puzzling out their allegiances.

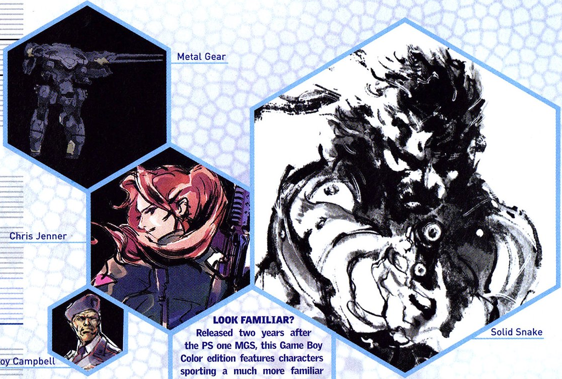
It's not all intrigue, high drama and action, though. The game also takes a lot of time to build character relationships, to make you care about your compadres, and to occasionally give you some lighthearted humor—before throwing you back into the fray of the horror and unpleasantness.

More so than the original, the new game ably earns its M rating by pushing a variety of boundaries. For a start, it's a lot gorier than you are probably expecting. The character Vamp, in particular, is responsible for some especially nasty scenes with blood spraying everywhere and people dying in nasty ways. As you'd expect from someone behaving as though he were a vampire, it's

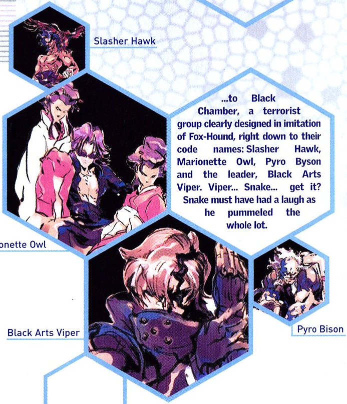




METAL GEAR SOLID GAME BOY COLOR



LOOK FAMILIAR?
Released two years after the PS one MGS, this Game Boy Color edition features characters sporting a much more familiar look, from the grizzled, tough-guy images of Snake and Campbell to the sharper, more streamlined design of the Metal Gear itself...



...to Black Chamber, a terrorist group clearly designed in imitation of Fox-Hound, right down to their code names: Slasher Hawk, Marionette Owl, Pyro Byson and the leader, Black Arts Viper. Viper... Snake... get it? Snake must have had a laugh as he pummeled the whole lot.

GAME BOY COLOR
KONAMI
METAL GEAR SOLID
E
ONLY FOR GAME BOY COLOR

2002: In a small country in the heart of Africa, trouble is brewing. A group calling themselves the Gindran Liberation Front have hijacked a plan containing nuclear weapons—and a new Metal Gear. The U.S. Army sends in their Delta Force in an attempt to recover the stolen goods. They are not heard from again. So the government turns to Roy Campbell for help. He enlists the aid of Solid Snake, now long retired, and sends him in to take care of things. Once in Gindra, Snake encounters a special-forces group remarkably similar to Fox-Hound called Black Chamber. With the help of a surviving Delta Force member, he tracks down and defeats the new Metal Gear, destroying Black Chamber and defeating their leader, Black Arts Viper. One might wonder at this point just why Snake keeps agreeing to come out of retirement; perhaps it has something to do with all the shocking secrets he keeps learning about his own government...

This game was originally released in Japan in 2000 for the Game Boy Color. Originally titled Metal Gear Ghost Babel, it was renamed Metal Gear Solid for the U.S. release that same year. Though generally as simplistic-looking as the first two games, MGS for GBC has a story every bit as complex (and well-translated) as Metal Gear Solid for the PS one. It's a no-brainer recommendation for anyone looking for further insight into the Metal Gear story.

PlayStation 2

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CREDIT(S) 0/0

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Vampire Night™

TEEN
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Blood
Violence

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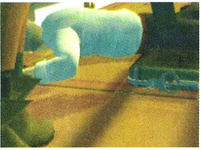
also accompanied by some suitably pompous melodrama. Your own actions can be fairly nasty too. Guns have a habit of tearing large holes in the things that they're fired at, so if the target is a fleshy, blood-filled person, there tends to be a mess. Often you'll find that the severity of your attack is unexpected, as huge splats of the crimson stuff hit the walls and the floor.

If you're squeamish, the blood splats can be turned off through the extensive options, but more significantly, the game encourages you to change your behavior to achieve the same effect. In fact, you're actively encouraged not to kill anyone at all.



I've intentionally left out any mention of specific plot points. I'd love to be able to enthuse wildly, telling you, "Wait until you see the bit where this guy does this...it's awesome." Or, "You're not going to believe who this guy really is and what his role in this particular thing is all about." I'd love to. I can't wait to engage other people who are playing it in conversation and soak up the feeling of discovery and wonder that permeates every scene. But until Nov. 13, I don't want to spoil any of it for any of you.

METAL GEAR GLOSSARY

Big Shell An offshore decontamination facility constructed in the location where the tanker (from the MGS2 demo) sinks. The PR for Big Shell is that it's ensuring that further ecological damage isn't done. Its true purpose is far more sinister. The main location for the majority of Metal Gear Solid 2.

Black Chamber A sort of "anti-Fox-Hound," who assisted the Gindran Liberation Front in Metal Gear Solid for the Game Boy Color.

Codec Short for "coder-decoder"; any system that converts analog signals such as video or voice into digital signals and back. Snake's primary means of communication with his support team.

CYPHER A small, unmanned surveillance aircraft with an enclosed rotor for horizontal or vertical takeoff and landing (HOVTOL). Snake catches one spying on him at the end of the MGS2 demo. See www.sikorsky.com.

DARPA The Defense Advanced Research Project Agency, the central research and development organization for the U.S. Department of Defense. Generally credited for creating the Internet. Featured prominently (and fictitiously) in Metal Gear Solid. See www.darpa.mil.

Dead Cell Fortune, Vamp, Fatman and George Sears (Solidus Snake) are all part of this unit, and are all far from ordinary soldiers. They play a major role in MGS2, and pose some significant and unusual problems.

Delta Force An Army team sent to defeat the GLF at the beginning of Metal Gear Solid for the Game Boy Color. They were all killed or captured, but one survivor, Chris Jenner, was able to assist Snake via codec.

FoxDie An engineered virus able to target specific individuals. When activated, it simulates a heart attack, killing the victim instantly. In MGS, Snake was rumored to have been infected by the virus (which caused Liquid's ultimate demise), but did not appear to have suffered its effects.

Fox-Hound A secret special-forces unit employed by the U.S. government. Snake was originally a member, until Fox-Hound's commander, Big Boss, betrayed the unit in Metal Gear. Snake was re-enlisted by new commander Roy Campbell for Metal Gear 2, but both men quit the unit for good afterward, leaving it open to a takeover by Liquid Snake.

Gindran Liberation Front Central Africa-based group responsible for hijacking a plane containing nuclear weapons and a new Metal Gear, launching the events of Metal Gear Solid for the Game Boy Color.

Human Genome Project An international 13-year effort begun in 1990 to discover and study all of the human genes. In MGS, Dr. Naomi Hunter claims the findings of the HGP were used to create the army of genetically enhanced "Genome Soldiers." See www.ornl.gov/hgmis.

Les Enfants Terribles Literally, "the terrible children," a project Liquid Snake cites in MGS in which Big Boss's genes were used to create super-soldiers—the products being Solid and Liquid themselves and, to a lesser extent, the Genome Soldiers.

OILIX A micro-organism created by Dr. Kio Marv to refine petroleum quickly and cheaply. Dr. Marv and the formula for OILIX were abducted by the forces of Zanzibar Land in an effort to establish economic superiority over the rest of the world, launching the events of Metal Gear 2.

Outer Heaven A military nation in South Africa established by the traitorous Big Boss, responsible for the creation of Metal Gear, a walking nuclear weapon of mass destruction. The setting of the first Metal Gear.

Philanthropy Solid Snake and Otacon's new organization (post Fox-Hound) whose purpose is to expose military secrets.

Shadow Moses A tiny island located in Alaska's Fox Archipelago in the Bering Sea. The site of a top-secret nuclear warhead testing facility and the setting for Metal Gear Solid. "Shadow Moses incident" is subsequently used to refer to the events that took place in MGS.

Sneak Suit Snake's tight-fitting suit that makes him look a bit like Batman without the mask or cape. It's more than just funky and tightly fitted, though; it also protects him and allows him to heal by crouching to the ground so that it squeezes his skin and stops any bleeding.

Spetznaz (or **Spetsnaz**) Russian special forces. In league with Revolver Ocelot, a group of rogue Spetznaz attempts to hijack the tanker Discovery to steal Metal Gear Ray at the beginning of MGS2.

Vernon CaTaffy In the U.S. version of Metal Gear, the player was led to believe that CaTaffy, a known terrorist, was the leader of Outer Heaven, until it was revealed that Big Boss was actually in charge.

VR Missions Virtual-reality training exercises designed to offer stealth and combat experience without exposing the subject to the hazards of the field. In MGS, when Snake learns that the Genome Army is solely VR-trained, he scoffs, dismissing them as "video game players."

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PlayStation®2

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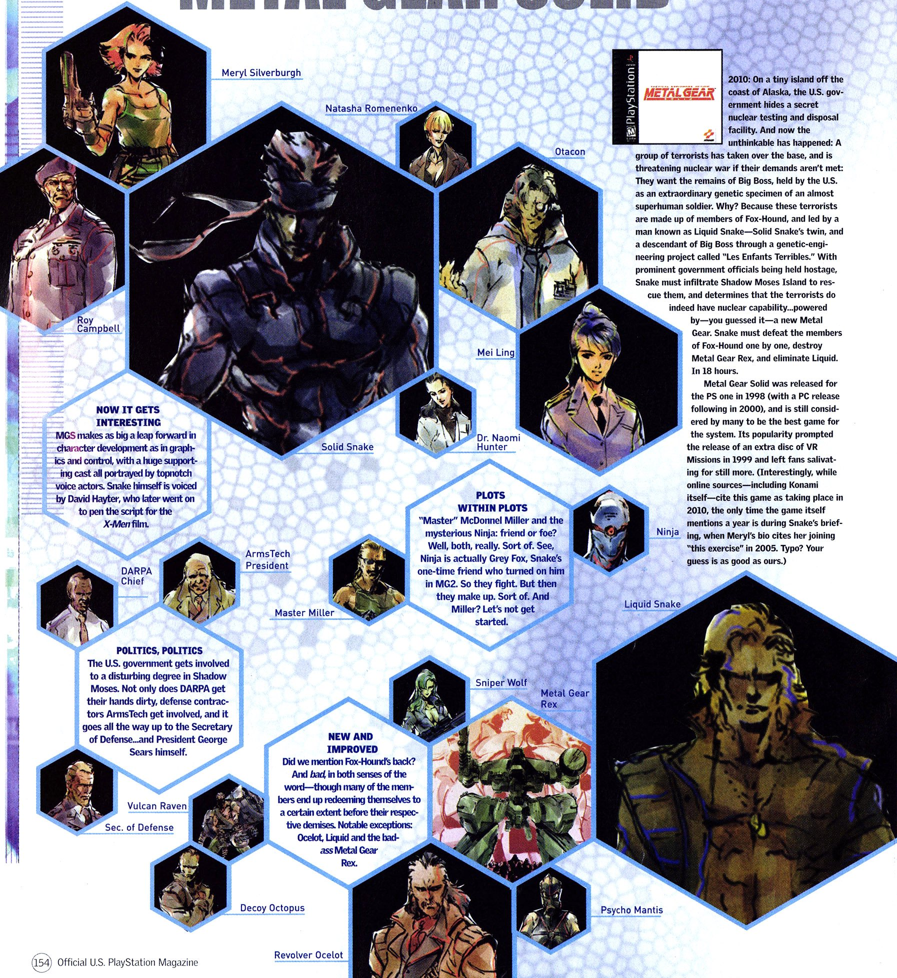
METAL GEAR SOLID


PlayStation
METAL GEAR SOLID
Meryl Silverburgh
Natasha Romenenko
Otacon
Roy Campbell
Solid Snake
Mei Ling
Dr. Naomi Hunter
Ninja
ArmsTech President
DARPA Chief
Master Miller
Liquid Snake
Sniper Wolf
Metal Gear Rex
Vulcan Raven
Sec. of Defense
Decoy Octopus
Psycho Mantis
Revolver Ocelot

2010: On a tiny island off the coast of Alaska, the U.S. government hides a secret nuclear testing and disposal facility. And now the unthinkable has happened: A group of terrorists has taken over the base, and is threatening nuclear war if their demands aren't met: They want the remains of Big Boss, held by the U.S. as an extraordinary genetic specimen of an almost superhuman soldier. Why? Because these terrorists are made up of members of Fox-Hound, and led by a man known as Liquid Snake—Solid Snake's twin, and a descendant of Big Boss through a genetic-engineering project called "Les Enfants Terribles." With prominent government officials being held hostage, Snake must infiltrate Shadow Moses Island to rescue them, and determines that the terrorists do indeed have nuclear capability...powered by—you guessed it—a new Metal Gear. Snake must defeat the members of Fox-Hound one by one, destroy Metal Gear Rex, and eliminate Liquid. In 18 hours.

Metal Gear Solid was released for the PS one in 1998 (with a PC release following in 2000), and is still considered by many to be the best game for the system. Its popularity prompted the release of an extra disc of VR Missions in 1999 and left fans salivating for still more. (Interestingly, while online sources—including Konami itself—cite this game as taking place in 2010, the only time the game itself mentions a year is during Snake's briefing, when Meryl's bio cites her joining "this exercise" in 2005. Typo? Your guess is as good as ours.)

NOW IT GETS INTERESTING

MGS makes as big a leap forward in character development as in graphics and control, with a huge supporting cast all portrayed by topnotch voice actors. Snake himself is voiced by David Hayter, who later went on to pen the script for the *X-Men* film.

PLOTS WITHIN PLOTS

"Master" McDonnel Miller and the mysterious Ninja: friend or foe? Well, both, really. Sort of. See, Ninja is actually Grey Fox, Snake's one-time friend who turned on him in MG2. So they fight. But then they make up. Sort of. And Miller? Let's not get started.

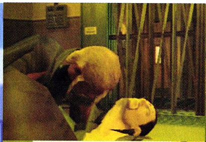
POLITICS, POLITICS

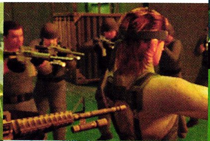
The U.S. government gets involved to a disturbing degree in Shadow Moses. Not only does DARPA get their hands dirty, defense contractors ArmsTech get involved, and it goes all the way up to the Secretary of Defense...and President George Sears himself.

NEW AND IMPROVED

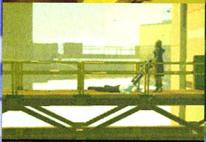
Did we mention Fox-Hound's back? And *bad*, in both senses of the word—though many of the members end up redeeming themselves to a certain extent before their respective demises. Notable exceptions: Ocelot, Liquid and the bad-*ass* Metal Gear Rex.

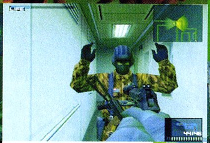
EXCLUSIVE MGS2 Gallery





I'm not interested in fighting these guys.





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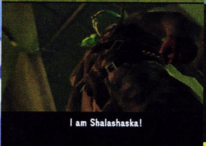
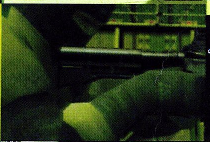


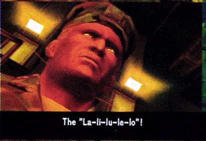
I am Shalashaska!

SENSOR A
21/61

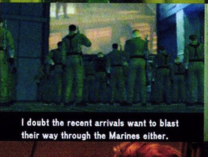
You'll be able to hear the machine sound in the heartbeat.



LIFE
EVASION
Z.O.E

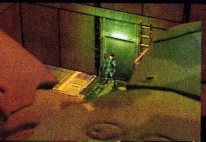


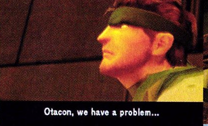
The "La-li-lu-le-lo"!



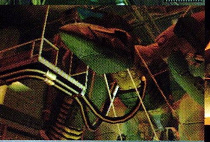
I doubt the recent arrivals want to blast their way through the Marines either.

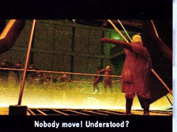
SENSOR A
22/61



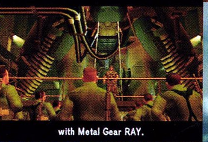


Otacon, we have a problem...

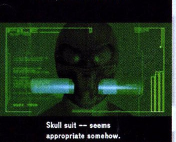




Nobody move! Understood?



with Metal Gear RAY.



Skull suit -- seems appropriate somehow.

PlayStation®2

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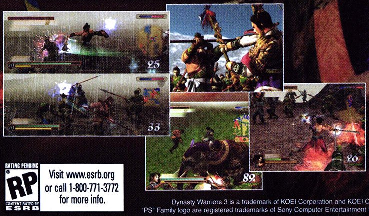

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GAMES REVIEWED

PlayStation 2 games are in blue; PS one games are in red.

Ace Combat 04: Shattered Skies 160
Bass Strike Virtual Fishing Tournament 161
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THE FINAL SCORE

●●●●●

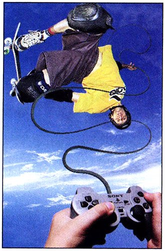
We rate games on a five-point scale. So, .5 is terrible, 2.5 is mediocre and 5 is superb. Get it?

Give me liberty—online

Forget predetermined storylines, I'll make my own history, thank you very much

I want all games online, and I want them now.

Now that I've plugged in and played Tony Hawk's Pro Skater 3 with folks across the country, a fire has been lit inside me. Now my days are spent wanting to link up with people around the globe to play games. I want to create a character in the image of myself and do my patented near-ollie on my Chicago PS2 while on that same television screen the real Tony Hawk is playing the fake Tony Hawk and he's doing near-ollies, too. He can even do 900s. Heck, he can do a kick-flip to a 900. I can't stop him. I'm in Chicago. He's in San Diego. He can kickflip off my face, if he really wants.



But I'm not just thinking skateboarding, here. I'm thinking sports. Sports, sports and more sports. All the sports I can handle. Eat, drink and sleep sports while playing them online. I want to play that chucklehead from the Madden message board who thinks he can kick the snot out of any Madden player in the world. Put your money where your mouth is, Troutburger411.

Then I think of other games online. Not football or hockey or basketball or soccer. I'm thinking RPGs, and you know what? It doesn't work. Oh, well. Tough. You want storylines? Read a book. Wait, I'm being rude. Here's a storyline: It's fourth down and 16 and there's seven seconds on the clock. I'm at the 10-yard line. I step back to pass... now that's a storyline. All possible with a modem.

Maybe you think online gaming will take away from one-player games. Don't pull an eye muscle while crying into your baby pillow. All those mythic tales of wonder where you're searching for the infinity gems or an infinite number of guys named Jim or Jim's gem, might not fit into the mix. But I don't care. Games are about community and when you put games online you'll meet people from across the globe with similar interests. Heck, you might even meet a girl from the comfort of your gaming chair (or maybe not). Plus, as previously stated, you can start making that trash-talker put his dust-crusted dirty sock in his mouth along with the rest of his foot.

Maybe you think online will hurt the gameplay experience? How? I mean, you're smart, right? You have the capacity to plug a phone line into a phone jack and punch in some numbers to dial up a server, don't you? If you're smart enough to do that, you're smart enough to game (this is an arguable point, agreed). Point is, there's no need for master programmers to figure a way to get every little thingamajig to fit perfectly every time. The game has its own built-in AI because *you're* playing it. *You're* the one in control. And that yahoo from Mississippi who messages with notes like "lol" and "lmao" is your opponent. Take notes on the joys of success when embarrassing some doofus who doesn't know that the shift button makes capital letters.

I'll admit I'm sour. During the Dreamcast's short run, I felt mocked by my friends in the room next door at *Electronic Gaming Monthly*. While I was wasting away with one-player Madden, getting used to what the CPU would do on third down or which way they'd run the ball to start the second half, my gaming counterparts were coming in bleary-eyed from a late night of squashing some turd on the West Coast at NFL 2K1. Or they would openly trade NBA 2K1 war stories that included last-second three-pointers and Shaq ringing up 20 points and 20 boards.

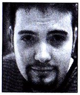
Now that the PS2 can be online, I see no reason why I shouldn't live half my life online right along with it. I'm in no mood to hear that it's expensive to get online. Come *on*. Online gaming is like the world's coolest cocktail party. Pay a nominal fee and you, too, are invited.

The only shame is that EA Sports is "waiting to get it right." And Visual Concepts is adjusting to the travails of developing for a new system. So it's another year of hearing about how someone slayed the black dragon and someone's sword made of lightning was powered-up to level gazillion.

But I do have THPS3, and if anyone's up for a game of King of the Hill, then so am I (if I'm online, instant message me at: **opmTodd**). But expect a quick quiz before we go one-on-one in a game of Slap! If any of your answers even mildly suggest you want a story with your game, I'll give you one: I'm going to heartily ridicule you before I kick your butt.

Todd Zuniga
Associate Editor

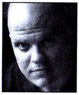
MEET THE CRITICS



JOHN DAVISON

John's been mumbling about FoxDie, conspiracies, Philanthropy and Dead Cell all month. We have no idea what he's going on about.

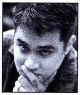
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: Metal Gear Solid 2, Okage: Shadow King, FIFA 2002
CAN'T WAIT FOR: Some time to play Metal Gear Solid 2 again



JOE RYBICKI

Playing Half-Life left Joe in a particularly paranoid state of mind this month. He kept peeking over the cube wall to see if Gary had transformed into an alien yet.

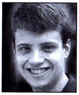
FAVORITE GENRES: Adventure, Puzzle, RPG
CURRENT FAVORITES: Half-Life, Ace Combat 04, Jak and Daxter
CAN'T WAIT FOR: Metal Gear Solid 2. Duh.



GARY STEINMAN

Gary's been yammering about only playing games that have cel-shaded or superdeformed characters in them. Which is why he got stuck reviewing V.I.P. this month.

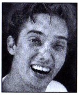
FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Okage, Harvest Moon, Dragon Warrior VII
CAN'T WAIT FOR: Hoshigami, FFX, Kingdom Hearts, Suikoden III



CHRIS BAKER

With his incessant vocal rendition of the Fantavision soundtrack, Gary was particularly annoying this month...so Chris punched him in the head. Don't mess with c.bake!

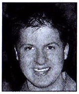
FAVORITE GENRES: Action, RPG, Adventure, Sports
CURRENT FAVORITES: Dynasty Warriors 3, Giants: Citizen Kabuto
CAN'T WAIT FOR: Baldur's Gate: Dark Alliance, Wizardry



TODD ZUNIGA

A difficult month of sleep-walking through the days. But the PS2 offered surprise salvation. At least Todd's gotten his skateboard all ready. Just in time for the Chicago winter.

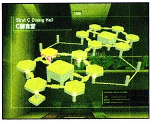
FAVORITE GENRES: Sports
CURRENT FAVORITES: THPS3, Madden 2002, Ico, NHL 2002, FIFA 2002, NBA 2K2
CAN'T WAIT FOR: GTA3, GTA3, GTA3, GTA3, GTA3, *capisce?*

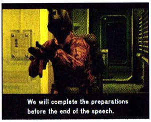


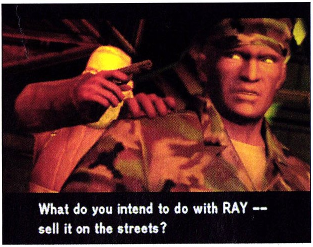
SAM KENNEDY

Having spent a good portion of this month with Capcom vs. SNK 2 and Guilty Gear X, Sam has figured out how to harness his inner strength. To take out Gary, of course.

FAVORITE GENRES: Action, RPG, Adventure, Fighting
CURRENT FAVORITES: SNK vs. Capcom 2, Guilty Gear X, DWVII
CAN'T WAIT FOR: Kingdom Hearts, Soul Calibur 2, VF4




We will complete the preparations before the end of the speech.


What do you intend to do with RAY -- sell it on the streets?

Metal Gear Solid 2: Sons Of Liberty

As you can probably imagine, we're quite impressed with it

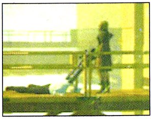
Publisher Konami
Developer Konami
Web Site www.konami.com

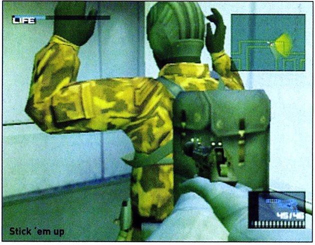
The last game was good, really good. It set standards that nothing managed to match on the PS one, and will forever be a landmark in the way that games communicate an experience with the player. Some players complained that it was too short, but they were the same people who skipped the cutscenes, ignored the story, and ultimately missed out on the whole point of the game. Over the years, Metal Gear has evolved from its simple ancestry into something that's as much an experience as it is a series of gameplay challenges. So many games claim to suck you in and entrap you with the storyline, but I'd hazard a guess that nothing has ever grabbed you the way that this will.

If you even have the slightest inkling of what all the fuss is about with the Metal Gear series, you're no doubt exceptionally excited about Nov. 13.

Few games have been so closely guarded in terms of their content, even with two spectacular videos and a damn fine playable demo released so far in advance of the game itself. Now that I've spent so much time with the finished game, it's quite a challenge to convey my enthusiasm for it without spoiling anything. Forgive me if this review speaks in somewhat general terms, but there are some surprising events that, if I spoiled them for you, would seriously, seriously ruin the whole game. I'm not just referring to the way the story unfolds either. There are genuine emotional shocks to be had throughout, and so many twists and turns that you'll be utterly transfixed. There are moments, beginning quite early on, that will have you on the edge of your seat and possibly even screaming at the game. And I'm not talking about the usual way that games have you screaming at them because they're so frickin' annoying. I'm talking

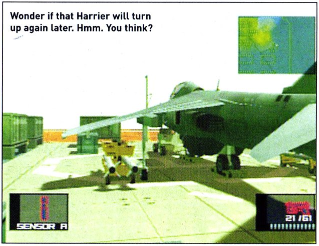
> **"There are some surprising events that, if I spoiled them for you, would seriously ruin the whole game."**





Stick 'em up

We're on the foredeck.
About to descend to the holds.



Wonder if that Harrier will turn up again later. Hmm. You think?

about genuine, heartfelt anguish.

Before going any further though, I want to allay some fears. Even if you savored every moment of the last game, it was only about a 10- or 11-hour experience. This is fine for many of us, but a lot of fans were disappointed that it was over so quickly. The fear with sequels like this is that very often when the prettiness factor is increased exponentially (and damn, is MGS2 a good-looking game), the depth and length is affected adversely. I'm pleased to report that **this is both a longer and far more involving game than last time**. The first time through, it's going to take you about 15 hours or so to crack the whole thing. Sure, you could probably zip through it in a lot less if you skipped the cutscenes...but that wouldn't be fun.

Story plays an even bigger part in Sons of Liberty than last time, and those of you who are impatient will no doubt be itching to start blasting your way through things with abandon. Please, please, please don't. I'm not one to tell you how to go about enjoying something—but to get the full impact from this, you really need to pay attention to what's going on. **The grace and subtlety with which the story unfolds is significantly better than any other game you've played**—and it challenges most lousy movie scripts too. The game is filled with intrigue, emotion and excitement all the way through.

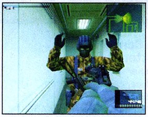
As before, the characters and your relationship with them play a big part in the way you feel about the game. Snake is still the archetypal gravel-voiced "hero." He's not without fault, though, and he's certainly not all-good, but he has a certain Han Solo quality about him this time that makes him even more endearing. To continue the Star Wars analogy, there's another major character who plays a big role (who I won't mention, because it would ruin things for you) who is very much the Luke Skywalker of the tale. He's young, whiney, impetuous, inexperienced, but with a sinister history that shapes his development as the story unfolds. Intrigued? Well, I could go further and drop giant hints about characters with Darth Vader-esque qualities also, but I won't pin character names to them because you'll want to play the game and pick up on this for yourself.

As with Metal Gear Solid, **all of the characters are treated with great care in the way that they develop**. Even those who seem without any hope of redemption are illustrated with a sympathy that forces you to understand their actions. Fortune, in particular, is worthy of note, as she's a character driven to crave death because of the predicament that she finds herself in thanks to the actions of others. Yes, you have to fight her, but once you start to understand her motivation, the relationship takes on a whole new dynamic.

"The first time through, it's going to take you about 15 hours or so to crack the whole thing."

REASONS TO KEEP PLAYING

Once you've played through the entire game and experienced everything the story can throw at you, what are the chances of wanting to go through it all again? Well, with the prospect of extra grooviness being opened up, there's plenty of reasons to play again— not least of which are the dog tags. There are 100 bad guys in the game wearing tags belonging to folks who won a contest on Konami's Web site. Getting them all is tough, though, as you can't just take these guys out, you have to "hold them up" by drawing your gun up close, and *make* them give the tags to you.



While the story unfolds with spectacular effect, the gameplay itself is exciting and varied also. The classic Metal Gear Solid sneaking is still evident, but the excitement is dialed up to 11 thanks to the first-person mode which is seamlessly worked into the control system. **Combat is frantic and stressful**, and as with everything else in the game, if provides a real feeling for the situation that you're in. Boss fights are unbelievably tense as you find yourself desperately trying to take out the bad guys while juggling other tasks at the same time. If you thought that the fight with Raven or the fight with Metal Gear Rex in the last game was at all stressful, your blood pressure is going to skyrocket when you play this. If anything, it's at these times that any limitations of the game reveal themselves as **the controls are sometimes a touch on the complicated side**. While fighting one particular boss you'll be running around with your gun drawn, shooting in first-person mode, then having to switch to another weapon, look around, use that, then switch back to the previous weapon again, all in a matter of seconds. It sounds simple, but if you break your concentration for a nanosecond, you forget what's what.

Unexpectedly, humor plays an even bigger role this time. There were moments in the previous games that made you chuckle, but this time it's much more pronounced. It's certainly not silly or forced, but if you can imagine the way that an action movie like, say, *Die Hard* is "funny," then you get the picture. Much of it is a bit on the dark side, but there are some cheeky moments between some of the characters. There are also a ton of visual gags that range from subtle references to past games to full-on, **occasional laugh-out-loud silliness that helps break the tension of the story**.

Obviously everything that the game throws at you is augmented by the terrific presentation. It's so much more spectacular than every other game out there that it makes you wonder if Kojima and his team at Konami are tapping into some magical bits of hardware that other developers just don't know about. Why don't other PS2 games look this good? The characters, the environments, the effects, it's all just spectacular. Some areas later in the game will truly blow your mind. Forget what anyone says about the Wave Race game on GameCube; the best water you'll see in a video game is right here.

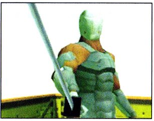
I know everyone is expecting this game to be good, but I have to tell you I was shocked at just how great it is. I don't want to come across as clichéd, but the story is so damn good, once you start playing you won't want to stop. Couple this with the fact that it has some of the best plot twists a game has ever dished up, and you have reason enough to devote an awful lot of your time to this game.

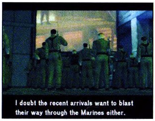
Final Score ●●●●●

John Davison

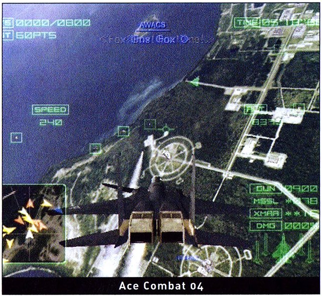
MATURE M

Players: 1
Memory Card: 74 KB





I doubt the recent arrivals want to blast their way through the Marines either.



Ace Combat 04

Ace Combat 04: Shattered Skies

Publisher Namco
Developer Namco
Web Site www.namco.com

I've always enjoyed Namco's Ace Combat series. All the games have just *felt* right to me. And though they've always been a long way from flight sims, focusing instead on white-knuckle arcade action, that has never diminished the quality of the series one whit. What has always bugged me, though, is the difficulty—or rather, the lack thereof. I remember when I was reviewing Ace 3, I realized after I'd beaten the game that I hadn't been shot down once through the entire game. Not once. Sure, I had a good time playing, but when a game offers so little challenge, well, winning seems like a hollow victory.

Which is why I was so pleased to see that **the difficulty was ramped up a bit for Ace 04**. Oh, it's still fairly easy; you can probably blow through all 18 missions in a matter of a few days. But now enemy planes seem a lot more intelligent in their attacks and crafty in their evasion. It'll force you to fly more creatively in response, and it **makes the whole experience just feel more real**.

And that's a feeling that's really hammered home through the use of constant radio chatter. You will hear running commentary from your commander, your wingmen, the enemy and, on one memorable occasion, a civilian news broadcast. What's even better is that the way they talk to and about you will change as you progress through the game. You, as "Mobius One," slowly gain legendary status among friend and foe alike, so much so that when you beat the game and they talk about your heroism you actually *feel* like a hero. It's fantastic.

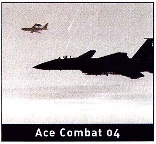
As always in the Ace games, **controls are practically perfect**, plane selection is extensive, and the whole package is exceptionally polished. The addition of "Trial Missions" (minigames, basically) only adds to the replay value.

I'm wracking my brain to think of major complaints, and other than length, and the difficulty still being a bit on the light side, I honestly can't think of any. It's a must-buy for flight fans everywhere.

Final Score ●●●●◖

Joe Rybicki

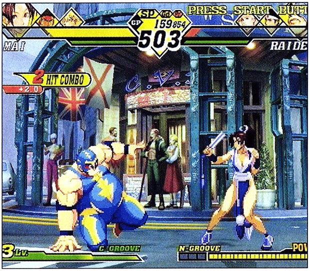
Players: 1-2
Memory Card: 74 KB



Ace Combat 04

Right beside you.

Ace Combat 04



RYU
904
MORRIGAN

CHUN-LI
561
BLANKA

Capcom vs. SNK 2

The most complex, comprehensive fighter around

Publisher Capcom
Developer Capcom
Web Site www.capcom.com

This is one massive fighting game! Sporting over 44 playable characters from many SNK and Capcom games, with six completely different styles of gameplay to choose from, it really feels like Capcom crammed all the best elements from their 2D fighting games over the last five or so years into one package.

But there's so much here that it's almost a fault. **Players new to the Capcom vs. SNK series are quickly going to get confused** unless they take a good read through the game's instruction booklet. The different "grooves" (styles of gameplay) handle combos, charging, super moves and damage in varying ways, so you'll want to study which work best for you. It can be a bit intimidating to see so many options and characters on the screen at once.

However, once you get over the initial shock of just how much is shoehorned into Capcom vs. SNK 2, you'll really be able to explore its depths. The gameplay takes a little time to get used to because of all the different combat styles, but once you do, it feels great. One of the complaints of the original game was that there wasn't a very good balance between the Capcom and SNK characters, but **this seems to have been resolved** this time around.

E. HONDA
949
VEGA

991
FIRST ATTACK
COUNTER HIT

Another area that received attention from Capcom in this version were the visuals. The original game was entirely 2D, but this time we're treated to **2D characters on top of 3D backgrounds—a major improvement**. The only problem is that since the backgrounds look so stunning, the 2D characters look rather dated (especially next to Guilty Gear X).

Capcom's really outdone themselves on this one. Don't miss it!

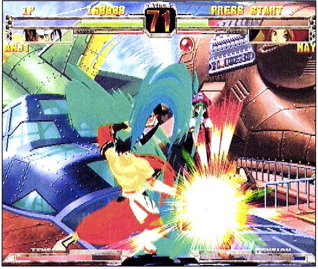
Final Score ●●●●◖

Sam Kennedy

Players: 1-2
Memory Card: 109 Kb

Chun Li's agility and powerful legs are always known to come in handy.

Capcom vs. SNK 2	
Graphics	The 3D backgrounds are nice, but the low-resolution characters aren't so hot.
Characters	44 different fighters with a variety of styles. Absolutely mindblowing.
Music/Sound	Typical, forgettable Capcom background music and a cheesy announcer voice.
Gameplay	A whole bunch of styles to choose from, allowing for lots of variety and longevity.
Balance	Very good considering all the characters at hand. SNK purists may complain though.
Downsides	The graphics leave a bit to be desired. Groove modes are complex for beginners.
Overall	A behemoth of a fighter. This gives it an edge on Guilty Gear X—but only by a little.



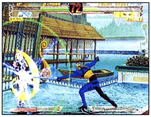
Guilty Gear X

2D graphics at their finest, no question about it

Publisher Majesco/Sammy
Developer Arc System Works
Web Site www.majescosales.com

Graphically speaking, Guilty Gear X is the greatest fighting game ever made. Hands-down. **3D fighters have nothing on this 2D visual tour-de-force**. If you think the screens of GGX on this page look good, just wait until you see this baby in motion. It's high-res, it's simply overflowing with animation—it's just an overall amazing game to behold. GGX is a new example of what can be done with 2D visuals and is possibly worth the price of admission for this reason alone. No joke.

But anyone who's into fighters knows that gameplay takes precedence over visuals, and thankfully GGX doesn't just come off as a chunk of eye candy. It plays amazingly well and **there's plenty of style and depth to be found here**.



GGX actually seems to play like an amalgam of a few different fighting games (the weapon-based fighting seems very Samurai Shodown-esque, yet the flashy effects and aerial combos are more akin to Marvel vs. Capcom). But even though it draws elements from the others, **it definitely has a feel all of its own**—and it's a good feel at that.

What's odd, though, is Arc System Works' apparent fascination with the artistic sensibilities of '80s hair-metal bands. The brazen and bloodied X from the logo, the "let's rock" and "heaven or hell" fight intros, and even the guitar-heavy soundtrack all seem like a massive throwback to the days of Warrant, Poison or Ratt.

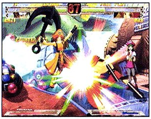
And if there's one downside to the game, it's that despite having training and survival modes, **there's not a lot to keep you busy for too long**. It's just a tad short.

But that isn't enough to keep GGX from being one of the best PS2 fighters. Check it out!

Final Score ●●●

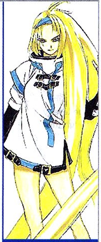
Sam Kennedy

Players: 1-2
Memory Card: 92 Kb

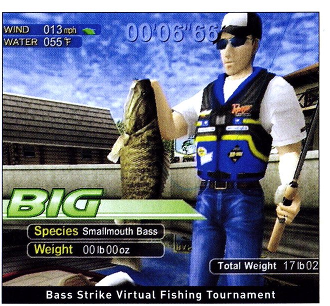


Guilty Gear X

Absolutely brilliant 2D characters and backgrounds. Capcom should take notice!	Graphics
A decent selection of characters each with unique weapons, such as swords, to use.	Characters
A selection of what sounds like '80s metal music—but it's actually pretty good stuff.	Music/Sound
Plays somewhat like the weapon-based Samurai Shodown games, which is nice.	Gameplay
Hardcore fighters might complain about some cheap stuff, but it's really quite good.	Balance
There's not a lot to the game, leaving some people wanting more.	Downsides
Brilliant visuals and fun weapon-based gameplay make this a must-play.	Overall



Millia's long blond hair not only looks good, but can be quite lethal.



Bass Strike Virtual Fishing Tournament

Bass Strike Virtual Fishing Tournament

Publisher THQ
Developer Pai
Web Site www.thq.com

Fishing. It's not like it's the most thrilling of sports. Nevertheless, fishing games usually manage to edit out all the boring parts, distilling the sport down to its only really exciting moment: the catch. The good ones, anyway.

Bass Strike is not such a game. You can see where it's drawn influence from Sega's Bass Fishing (which is one astonishingly addictive game, let me tell you): The arcade pacing, the commentator guidance as you're reeling a fish in, even the locations are similar. But sadly, this game can't compare to that surprising gem.

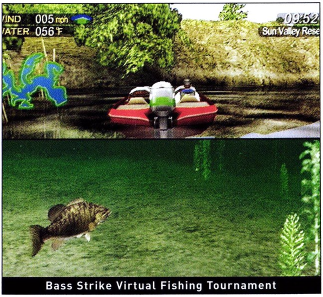
Part of the problem, I think, is that **Bass Strike aims to be a bit more realistic**. In certain areas you can troll around a lake to sample different spots, for example. And you also have to adjust the drag on the line when you're reeling in a catch. Things like that do make the game more realistic...but they also make it way more challenging. I've never had as many broken lines (in games *or* real life) as I've had while playing this game.

And **the graphics certainly don't help any**. Really, for a PS2 game, they're an embarrassment. It would be hard for me to recommend this game to, well, anyone.

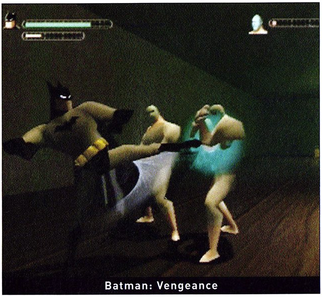
Final Score ●◖

Joe Rybicki

Players: 1
Memory Card: 1 block



Bass Strike Virtual Fishing Tournament


Batman: Vengeance

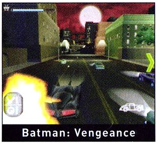
Batman: Vengeance

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

Relax, comic-book fans. If Batman: Vengeance, the first-ever PS2 release featuring a do-gooding man in tights, is any indication, then the longstanding axiom that superhero games have to suck might be a thing of the past. While nowhere near the caliber of Spider-Man, **the Dark Knight returns with his first decent game in seven years**—a game all Bat-fans should enjoy overall...though others will likely find it negligible.

When it comes to making you feel as though you're actually *in* Gotham—fighting evil on its rooftops, racing down its streets in the Batmobile, flying its skies in the Batplane, etc.—Vengeance triumphs like nothing before. Taking its aesthetic inspiration from the gritty *New Batman Adventures* cartoon series, the game introduces a dark world fully worthy of its Teen rating. Granted, it's nothing to hide a 10-year-old from, but **the complete plot has a great deal of depth to it**, intertwining seemingly unrelated schemes of the Joker, Poison Ivy and Mr. Freeze into one master plan. The graphics present Gotham in its glorious dark shades, while maintaining the simple yet effective look of the show. Meanwhile, masterful voicework comes courtesy of the likes of Kevin Conroy, Mark Hamill and the TV show's cast. All primo stuff.

Except when it comes to what you actually *play*, that is. While by no means awful, **the gameplay fails to live up to its potential**. I'm all for diversity—that's one thing that made Spider-Man so great—it's just that Vengeance rarely pulls off anything in a way that's better than mediocre. The one-on-one fights that comprise much of the action mainly boil down to button mashing, while the first-person shooter-style perspective is a little out of place since Batman hates guns (though he *does* use one in a cutscene—I won't say why!), and the vehicles handle poorly. I have to think that with a little more work in the play mechanics arena, Vengeance could have been truly special. Still, its presentation and story make it respectable, nonetheless.

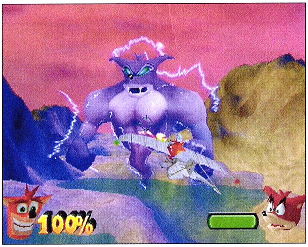

Batman: Vengeance

Batman: Vengeance

Final Score ●●●

Chris Baker

TEEN T CONTENT RATED BY ESRB
Players: 1
Memory Card: 78 KB



Crash Bandicoot: The Wrath of Cortex

Less than the sum of its parts

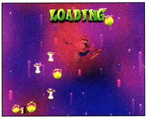
Publisher Universal
Developer Traveller's Tales
Web Site universalgames.com

When the first Crash game came out, I wasn't terribly thrilled with it. Sure, it looked great, but the difficulty level and the issues with the limited 3D platform engine turned me off. But with Crash 2, and especially Crash 3, Naughty Dog won me over in a big way. Those games are just so solid; they're wonderfully varied and structured in such a way that it's almost impossible to get frustrated. It made you *want* to earn every last gem, get every single fruit, break every box.

With Wrath of Cortex, **Traveller's Tales incorporated all the ingredients of the previous games**. You'll find the same varied gameplay; the same variety of levels and abilities; the same system of fruits, boxes, gems and relics; the same shifts between forward- and side-scrolling segments. This is, without question, a Crash game.

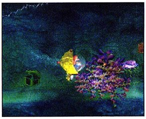
So why don't I care enough to want to keep playing?

Part of the problem, I think, is that while TT put in all the *features* of the earlier games, they somehow missed some of the basic fundamentals. Like the fact that you do not—repeat, *do not*—allow full 3D movement in side-scrolling segments; doing so only causes the player to miss pickups and get frustrated and angry. Or the fact that you don't make a fiery pit emit so much smoke that Crash keeps falling in because it's impossible to see the edges. Or the fact that if the load times are longer than the level, something has to change.



Yeah, you read right: There are some levels where it actually takes longer to load into and out of the level than it does to play through the level itself. It's so bad that the designers actually included a fruit-collecting "minigame" (at left) to help pass the time. That's just sad.

But like I said, the ingredients for a good Crash game *are* all there. And **some of the new elements are pretty solid**, most notably the "Atlas Sphere" levels, where Crash whirls around large levels inside a clear ball, Marble Madness-style. There's also a fairly entertaining mine-cart segment. What's odd, though, is that the best of these seem to be the least-used. Why is there only one brief mine-cart segment and seemingly dozens of annoying underwater levels? The bottom line is that this lacks the polish, the balance and the excellence of the earlier games.



But that's not to say it's a *bad* game. For one thing, the graphics are really stunning. Since the early games looked so great, at first glance you might not notice a huge jump in graphical quality. But if you concentrate on the scenery and effects, you'll see that this is really **one fantastic-looking game**. And the variety of environments and level types is certainly entertaining.

If the earlier Crash games didn't exist, it might be a lot easier to enjoy this PS2 outing. But when the strongest feeling I get from a game is the desire to play its predecessors, something's not quite right.

Final Score ●●●◐

Joe Rybicki

EVERYONE E CONTENT RATED BY ESRB
Players: 1
Memory Card: 65 KB

HOW TO HELP.

The September 11th Fund is accepting donations now. And we're directing the money to where it is needed most. From grief counseling and emergency financial assistance to long-term medical care and community rebuilding.

The fund, established by the United Way and The New York Community Trust, will use 100% of your donation to support immediate and longer term assistance to victims, families and communities affected by the tragedy. In a time of immense loss and mourning, please be assured that any gift you give will be distributed efficiently and expertly.

How to donate:

MAIL
Check payable to:
"United Way September 11th Fund"
c/o United Way of NYC, 2 Park Avenue,
New York, NY 10016

PHONE
1-800-710-8002

ONLINE
www.september11fund.org

The September 11th Fund

NYCT The New York Community Trust

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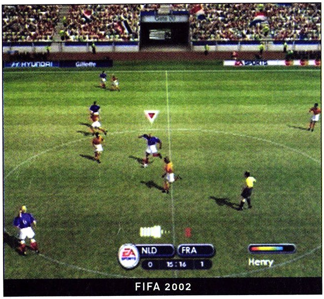
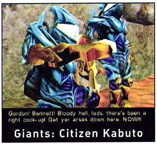
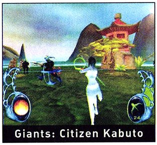


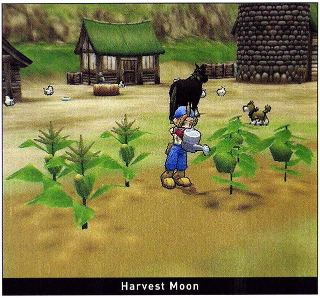
FIFA 2002


Gordon! Bennett! Bloody hell, lads, there's been a right cock-up! Get yer arses down here NOW!!!

Giants: Citizen Kabuto



Giants: Citizen Kabuto



Harvest Moon

FIFA 2002

Publisher EA Sports
Developer EA Sports
Web Site www.easports.com

Soccer fans: Put away last year's FIFA and never play it again. FIFA 2002 is the only game any self-respecting footie fan needs to own.

This fantastic new version of FIFA will bring you to emotional peaks and valleys the same way real soccer can. **You're not just playing, you're part of the game.** You know those pictures of a striker after he's missed an opportunity to score a Golden Goal, and he covers his face in disbelief? Expect similar responses from yourself after a shot goes wide. Goal opportunities, like in real soccer, are rare. And missing them, like in real soccer, is downright painful.

To make the experience more encompassing, EA completely revamped the engine. First, the camera is farther away, which is imperative now that **the game is infinitely more strategic**. It may seem boring to fans of American sports, but passing the ball around on defense is as important as speed bursting past a defender. This strategy aspect, this patient approach to the game, makes it much more replayable, as well. You'll have to search out a system that works best for you, that acknowledges your team's strengths and weaknesses, otherwise you won't be competitive.

With all the other EA Sports games, the "it's in the game" slogan doesn't really fit. But with FIFA, it does. The crowds feel alive. They wave flags, light off flares, and react to what's going on in the game. It's such a rush to be one-on-one with the keeper as the crowd hangs on every move.

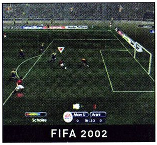
For the authenticity sticklers, you'll be blown away. Every jersey is patterned after the real thing and faces of stars like Thierry Henry or David Beckham are instantly recognizable.

Innovation-wise, the right analog stick is now used for give-and-go passes, though I'd rather it just serve to pass the ball, but the passing system is 200 percent better than last year. One more thing: too few special moves. I need more!

FIFA is a must-buy for sports fans. It may very well be EA Sports' best game this year.

Final Score ●●●●◖
Todd Zuniga

EVERYONE E
Players: 1-8
Memory Card: 909 KB



FIFA 2002

FIFA 2002

Giants: Citizen Kabuto

Publisher Interplay
Developer Planet Moon
Web Site www.interplay.com

I don't like criticizing marketing efforts to lead off a game review—but come on, Interplay. Giants: Citizen Kabuto has to be the *worst* title you could have come up with for this one. And could that King Kong-esque cover art do any less to further poorly communicate what makes this game most worthwhile? That, of course, being *humor*. **Laugh-out-loud, knee-slapping, "I can't believe that just happened" humor.** In fact, Giants probably ranks among the most hilarious games ever produced.

Instead, the marketing spin seems to focus on the gameplay and graphics. But, sadly, they only succeed well enough to keep you interested in the story—you know, to see what bit of decidedly British humor the producers of the MDK series hit us with next. There are some really cool ideas here, though, as you assume the roles of three different races throughout the 30ish hours of gameplay; the missions vary nicely, as well. Still, Giants basically comes down to shooting/slashing in a third- (occasionally first-) person manner through environments that, while colorful, **fail to equal the graphical splendor of its contemporaries**.

At the same time, though, gamers up for a good laugh would be remiss in passing up Giants. It's definitely worth a look.

Final Score ●●●◖
Chris Baker

TEEN T
Players: 1
Memory Card: 569 KB

Harvest Moon: Save the Homeland

Publisher Natsume
Developer Victor Interactive
Web Site www.natsume.com

From its first days on the Super Nintendo up through its PS one and N64 incarnations, the Harvest Moon series' greatest strength has also been its biggest weakness: They're essentially farming games. And though they may be unique and engrossing, it's tough to get past the fact that day after day you're stuck spending the bulk of your time tilling the soil, tending your livestock, and harvesting crops. No matter how you spin it, work is work—and in the games it often felt that way.

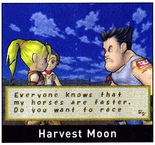
Homeland addresses this problem in a big way, finally fixing one of my biggest gripes with the series. This time around, **the farming portions have been significantly streamlined**. But rather than, say, dumbing everything down, this actually smartens things up. Indeed, the farming aspects remain every bit as complex as in the past, but now you won't have to spend nearly as much time doing all that drudge work, leaving you free to pursue your true goal—to save your ranch and the surrounding village from being turned into a resort.

With nine possible ways to win, **the game is delightfully open-ended**. How you spend your time each virtual day truly is up to you. Sounds overwhelming, sure—but here it works just fine, thanks to the delicate balance between completing all your chores and pursuing the myriad other possible activities throughout the village. Quite quickly, you'll fall into a comfortable daily rhythm that will very subtly change with each passing week.

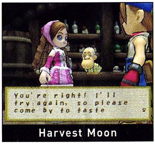
It's these small changes that are the most compelling thing about Homeland. **This isn't a game of bold deeds and blustery pyrotechnics.** No, it's the little things here that'll really win your heart—like the day your first cow starts to give milk, or the first time you bond with that stray pup roaming your farm. Or the spring morning when young Tim decides he trusts you enough to share his treasure map with you. Or the moment you finally forge a friendship with the once-standoffish Dia. Even more than victory itself, it's these quiet kinds of events that are Homeland's biggest rewards.

Final Score ●●●●
Gary Steinman

EVERYONE E
Players: 1
Memory Card: 240 KB


Everyone knows that my horses are faster. Do you want to race

Harvest Moon


You're right! I'll try again, so please come by to taste

Harvest Moon

Get off my Planet!
DIGITAL
DIGIMON
MONSTERS

DIGIMON WORLD 2

200 DIGITAL MONSTERS! 120 More Digimon than Digimon World! **FIGHT FOR YOUR OWN TEAM!** Defeat Digimon in battle and they are added to your team!

53
1P
2P
Out of Range
- Missed -
Grisly Wing
Musical Fist
Volcanic Strike
NinjaKnifeThrow
- Missed -

BATTLE
16
24
29
PETER

Digital City

IMPROVE YOUR GAME PLAY! Escape to a safe place if you're in danger! You can do anything when it's your turn!

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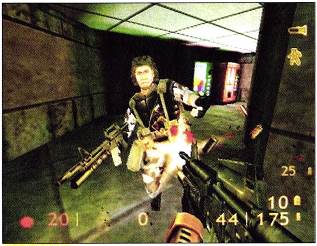
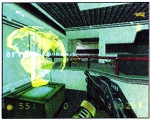
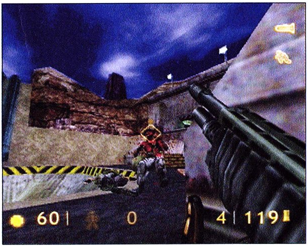
BANDAI®

PlayStation

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence







Half-Life

This stellar port radiates excellence

Publisher Sierra
Developer Valve/Gearbox
Web Site www.sierra.com

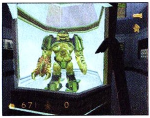
Gordon Freeman had a pretty good life. Having graduated from M.I.T. with a Ph.D. in Theoretical Physics, he was on the fast track to success as a Research Associate at the Black Mesa Research Facility. Until everything went to hell.

Bad enough that he was late for work and forced to sit through the droning, ultrapolite computer voice that accompanied his seemingly endless daily tram ride from his dormitory to the research area. Forced to suffer the snidely disapproving comments of his colleagues, he rushed to don his environmental suit and hurry to the site of that day's experiment. Annoyed and out of breath, he was bustled into the test chamber by the presiding scientists. As the experiment ramped up, everything looked fine—mostly. Dutifully following procedures, he inserted the sample into the experimental apparatus. And then everything came apart.

Transported briefly to what appeared to be an alien world, he returned to the facility in a blink of an eye to find the entire place a shambles, infested by alien monstrosities the likes of which he'd never seen. Now he must deal with this new menace, and try to escape the facility with his life against all the powers of the alien world—and our own. Some days it just doesn't pay to get up in the morning.

If you're wondering why I've spent so much time talking about the story of what can plainly be seen as a first-person shooter, it's because, well, *it has one*. Few FPSes can make that claim with a straight face, and only one other game on the PS2: Red Faction, which was undeniably and unashamedly influenced by this PC-originated game.

But it's not just that Half-Life has a story—in fact, in terms of major plot elements, dialogue and such, I have to admit it's a bit thin.



What really turns heads is that **events in the game are delivered in a remarkably cinematic fashion**. The game is permeated with scripted events, from overheard conversations, to battles raging in the next room, to non-player characters meeting a variety of grisly (and sometimes sickly humorous) ends. The net effect is that you always feel as though you're in a living world populated by a realistic assortment of feeling characters. It's impressive, and surprising—and occasionally shocking enough that I literally jumped in my seat.

Furthermore, this stuff *just doesn't quit*. **The game just goes on and on**; yet the environments are so varied that there's never a moment of boredom or a feeling of monotony. It's an extraordinary feat.

But all this could be found on the PC version—what about the translation to the PS2? I'm more than happy to say it's been pulled off nearly flawlessly. The framerate, with very few exceptions, flows at a steady 60 fps, making **the controls feel wonderfully smooth and responsive**, even in two-player mode (though there are some graphical sacrifices there). Sure, the resolution is dropped, but the improved character models even out the graphical balance. The inclusion of a lock-on feature allows for a more than satisfactory translation to Dual Shock controls. And the addition of the two-player co-operative episode, Decay (see sidebar), adds further value to this already spectacular game.

Are there complaints? Sure—but they're mostly minor. As I alluded earlier, in **some rare occasions the framerate drops embarrassingly**. A fairly limited array of enemies makes me wish for greater variety in that department. In certain spots, you'll encounter slippery controls, most notably while piloting trams through one major portion of the game. There are also a few graphical glitches, and places where the graphics look like they came from a three-year-old PC game (which they did).

But Half-Life wasn't hailed as the best PC game of all time by a majority of the press for no reason. **This is truly an FPS masterpiece**, and the translation to PS2 is as exceptional as the game itself.

Final Score ●●●●●

Joe Rybicki

Players: 1-2
Memory Card: 529 KB

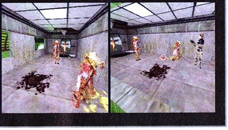
IT'S ALL ABOUT TEAMWORK

Half-Life's unusual PS2-exclusive two-player episode, Decay, should prove a treat to both newcomers and longtime fans of the PC game. The story begins with two female research associates setting up Gordon Freeman's ill-fated experiment. When all hell breaks loose, the two of you must set off with the same goal as Freeman's—to get the heck out of there—but along a different course.

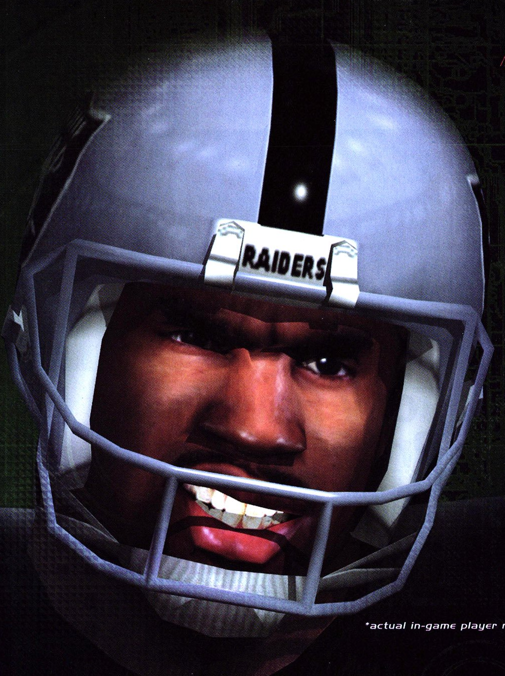
It's a fascinating idea, and although some of the levels look a bit less polished than in the one-player mode, the episode enjoys the same production values as the original.

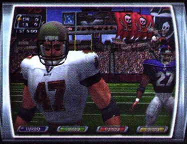
There are some pretty significant complaints, though. For one thing, although the game offers the option of going through these missions solo, there are areas where you simply can't pass without a second player helping out. For another, the default horizontal split-screen left John and me wishing for a vertical option. It's possible to do it by setting the video options to a 16:9 aspect ration, but you'll need either a wide-screen TV or the ability to ignore weirdly distorted characters and environments.

Still, Decay is a significant and entertaining addition to the game, and a much-needed addition to the genre, as well.



NFL BLITZ 20-02





*actual in-game player model

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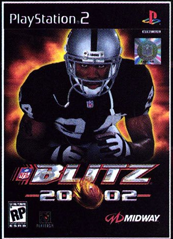

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PlayStation 2

XBOX

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NINTENDO GAMECUBE

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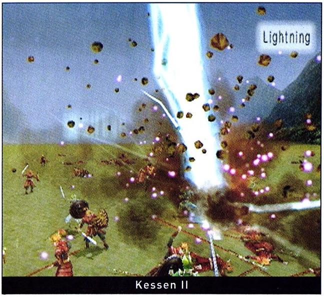


Kessen II

Kessen II

Publisher Koei
Developer Koei
Web Site www.koeigames.com

Forget everything you remember about the original Kessen. With the occasional exception, Kessen II offers an entirely different experience, while at the same time yielding approximately the same result: an overall enjoyable strategy title that's not without its faults.

But don't go thinking you're in store for another *real-time* strategy—in many ways, you're not. Sure, the opposing units all do battle in real time; the only thing is, the choices you make in your commands all occur while the game is paused. You can't just redirect a unit on the move as you could the first time, which tends to slow down the game's pace.

Fortunately, **the gameplay has improved**. Most notably, instead of just watching and waiting until something happens, you can now fill the shoes of a general on horseback, adding a bit of action to an otherwise purely strategical game. Granted, this action is a bit clunky (I don't know how many times I slew an ally when I aimed for an enemy), but your actions *can* actually turn the tide. A few generals even know magic spells that impressively terrorize as many as 500 combatants on screen, who might be seen on traditional battlefields or even in challenging castles or naval skirmishes. Koei even boasts an elephant battle, though I never experienced such a thing, probably due to one of the several instances where the **disappointing story** branches out.

Though set in China's Three Kingdoms era, Kessen II follows the tale about as well as *Monty Python and the Holy Grail* represents Arthurian legend, with **inconsistent voice acting and poor plot development**. It all revolves around hero Liu Bei's quest to save his true love, Diao Chan, from the power-hungry Cao Cao—which fails to resemble the traditional tale of the Three Kingdoms at all. (Dynasty Warriors 2, which is truer to the story, rightly sets up Diao Chan and Liu Bei as enemies.)

In a weird way, though, I couldn't help but keep with Kessen II for hours. Something inexplicable about it just makes you play on.

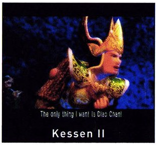
Final Score ●●●

Chris Baker

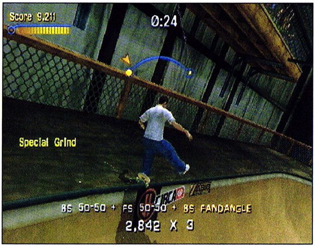
TEEN
Players: 1
Memory Card: 127 KB

Guan Yu
Cao Cao
Lu Meng
Map
Special
Gather/Summon

Kessen II



Kessen II



ONE FOOT INVERT
3,132

Tony Hawk's Pro Skater 3

Beware! THPS3 will ruin your life!

Publisher Activision
Developer Neversoft
Web Site www.activision.com

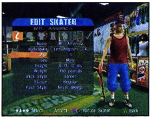
The first sign is denial, but I'm not going to bother with it. There's an addiction brewing here, but I know just the remedy. All I need to do to beat it is to clear every level with every skater in Tony Hawk's Pro Skater 3. After that, I think I'll be just fine. It won't be easy, and I'll probably fall off the face of the earth for a few weeks trying. But I've got a schedule that should get me through: no sleep, a nightly hand massage from a large, German woman named Olga, and plenty of bottled water. Plus, a truckload of chili-cheese Fritos. Oh, and pizza.

I know it sounds crazy, but once you step on the grip tape of THPS3, you're going to be lost inside its brilliance. If you loved the first Tony Hawk, then went on to crave the second, this third installment is going to ruin you in the most pleasant of ways.

The Career mode is otherworldly in its magnificence. Just when you begin to tire, or think about shutting the game down (after all, it is 4 a.m.), you'll get a clue on how to grab the Secret Tape, or you'll figure a way to one-foot Japan that transfer. You may never sleep again.

Let me be clear: **The replayability is off the charts.** And you'll only pay $50 for this game? Don't tell Activision, but it should cost twice as much. You're thinking, "Yeah, I don't care about replayability. After I beat it once, I'm done." Well, those thoughts are from someone who hasn't shared in the shockingly cool unlockables. I won't force my findings upon you, but after you beat the game once and get your reward, you'll want to beat it again. Fast.

And the best part? A few of the goals are different for each skater. One guy might need to Nosegrind a series of wires, another might need to do a Stalefish over a halfpipe. Plus, if you do the big tricks within eyeshot of a photographer, the end of your run will feature a "Cover Shot" which shows a sequence of photos with you doing a great move. It's so cool, I'm nearly giggling with excitement.

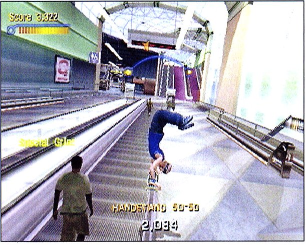


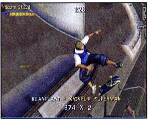
Another key to the way the Career mode sucks you in and keeps you there, is the revamped points system. Last year you had to collect cash spread around different levels. This time, you'll have to grab stat coins. Some are as easy to find as doing a kickflip, while others beg you to challenge

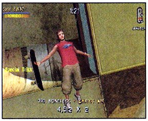
WHAT YOU'LL NEED TO GET ONLINE

In addition to Sony's upcoming network adapter, Tony Hawk's Pro Skater 3 supports the following hardware:

USB Ethernet Adapters
D-Link DSB650TX SMC EZNET-USB 2102 USB
LinkSys EtherFast 10/100 USB Network Adapter USB100T
SOHOware 10/100 Mbps USB Network Adapter NUB100
USB Modems
Actiontec Call Waiting USB Modem
Compaq 56K USB Fax Modem
Multi-Tech Systems MultiModem USB
New Media NetSurfer USB Pocket 56K
Zoom Telephonics FaxModem 56K USB Model 2985L







the rules of gravity just to come close. After a session, you get to allot the points to whichever of the eight skill sets you wish. So **you can tailor your skater to the style that suits you**.

Speaking of skating styles, the best part of THPS3: You can dominate the game playing a certain way, but someone else can have equal success with his or her own style. That's all due to the addition of the Revert. With THPS2, the Manual allowed street tricksters to keep their lines going until they were scoring six figures. But vert guys (like myself) were at the mercy of how much air they were getting. No more! With the Revert you come out of a vert trick, tap R2, go into a Manual, and your trick string is still growing. You can even head up another vert ramp if you have enough speed. Once you get used to it, you'll routinely knock out half a million points.

One might wonder if the game is too difficult, with all this talk of revert and manuals and inflated scores. The thing is, **the game's a bit easier than the PS one versions**. Now, don't get all in a tizzy. Easier doesn't mean simple. You'll still need to be the master of your board if you want success. It's just that some things (like stat coins) aren't impossible to get to. And I'm all for it. First-time THPS players—this game will erase the small set of remaining skeptics—will fall right into the easy control. But, like earlier games, you won't be able to conquer the game until you develop a style and use the repertoire of countless moves.

The funny thing is, the game is so deep, so great, it looks so darned pretty, I've yet to mention one of its best traits: **It's online!** You can gather up a cast of close friends or meet some perfect strangers to play the array of minigames versus one another, or you can hang out and compare skate skills. Genius.

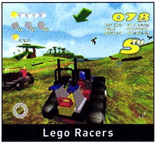
180 BEANPLANT + JUDO MADONNA
2,700 X 2

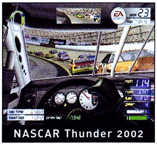
The moment you turn this game on, you'll be at its mercy. From that first second when you realize there's no pop-up anywhere, *ever*, it'll have you. There is no other skateboarding game like this one. Every other skating game is less. If you love games, you'll love this. Buy it. And watch your weekends disappear.

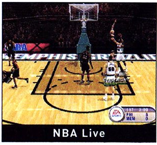
Final Score ●●●●●

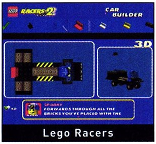
Todd Zuniga

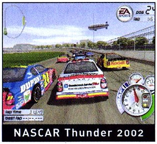
TEEN **Players: 1-4**
Memory Card: 66 KB

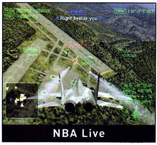

Lego Racers


NASCAR Thunder 2002


NBA Live


Lego Racers


NASCAR Thunder 2002


NBA Live

Lego Racers 2

Publisher Lego Software
Developer Attention to Detail
Web Site www.lego.com

The first console game to really use the Lego license, Racers 2 not only lets you build your cars, but also knocks bricks off when they're damaged. And if you lose enough bricks, you're on foot until you reach a pit stop! Still, this middling cart racer is hampered by several problems. First, **you have to ride a perfect race to win**; fall behind, and there's little chance of retaking the lead. Second, the framerate is poor enough to be irritating. Plus, the control should be much tighter.

Final Score ●●◐

Gary Steinman

EVERYONE **Players: 1-2**
Memory Card: 80 KB

NASCAR Thunder 2002

Publisher EA Sports
Developer EA Tiburon
Web Site www.easports.com

A lot of those hoity-toity road-racer types turn up their noses at NASCAR. After all, it's just a bunch of guys driving in circles, right? Heck no! The thing is, NASCAR is really about racing the other drivers, not just the track.

But up until Thunder, the limited number of cars in every NASCAR game meant the experience of racing in traffic was entirely lost. Thankfully, **Thunder includes 43 cars in every race**. It's next to impossible to lose contact with the pack, making every lap a battle for position that'll leave you wondering how you ever played those older NASCAR titles at all.

Furthermore, **EA has seen fit to treat NASCAR like the rest of their sports franchises** and include basic features like full stat tracking and a career mode. Start a race team, then earn money and sign sponsors as you work toward taking home the trophy.

Speaking as a true Winston Cup fan, I can't say enough nice things about this game. It conveys the excitement of the sport almost perfectly, with loads of options and excellent control. EA has set a new precedent for NASCAR-licensed games with Thunder 2002, one that I hope they'll only improve in the years to come. Fans definitely need to buy this game.

Final Score ●●●●◐

Greg Sewart

EVERYONE **Players: 1-4**
Memory Card: 1535 KB

NBA Live 2002

Publisher EA Sports
Developer EA Canada
Web Site www.easports.com

Last year NBA Live was the turd in the punch bowl at EA Sports' PS2 party, smearing an otherwise classy reputation. But desperate hoops fans had little choice. It was either Live or NBA Hoopz. No thank you.

This year, thankfully, new prospects have arrived. So, you can save yourself the masochism and the $50 by avoiding the updated NBA Live, a game that **tries so hard to be good, but fails at just about every turn**.

My biggest gripe with Live is that it continues to live on the respirator of glitz and glamour that EA Sports injects into all of its games (sometimes, like with Madden, they do so successfully). But do I care about cutscenes where players high-five or argue with the referees? I do not. What I care about is gameplay and an authentic basketball experience. Neither are a priority here.

Right off you'll notice the floating camera. A tiny pebble in your gaming high top, but it comes off as sloppy. But the camera is the least of your worries. Try pulling down a rebound. Don't get me started on that. Actually, do. **Of all the rebounds I snagged while playing, about 10 percent of them came while I was jumping**. Otherwise, I'd jump over the ball, as would everyone else until finally someone decided to grab it. Stupid.

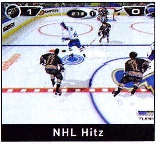
Other things that bother me: the free-throw meter is the same old, boring system. **Having a guy right in your face doesn't seem to affect the likelihood of your shot sinking**. The Franchise Mode is a nice try, but the rookie draft is excruciatingly banal. You can easily pull off alley-oops making their usual excitement commonplace. If you decide to score, you will score; even on the hardest level. You can go out of bounds too easily, particularly when using special moves. If you make a steal, the camera whips around so quickly you feel like you're in the *Blair Witch* forest.

I feel like I should praise Live for the graphical improvements. But I'd rather save you 50 bucks. Hold out for NBA 2K2. Otherwise, enjoy this pretty NBA disaster.

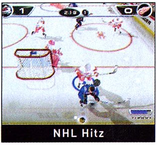
Final Score ●●◐

Todd Zuniga

EVERYONE **Players: 1-4**
Memory Card: 581 KB



NHL Hitz



NHL Hitz

NHL Hitz 2002

Publisher Midway
Developer Black Box
Web Site www.midway.com

If you're trying to get your grandmother to pick up a PS2 controller, I don't suggest Hitz as a primer. It's loud, fast, obnoxious—and a really fantastic game. Hockey translates perfectly to video games. And while the pace of hockey was less than stellar on the PS one, now the frantic action and great graphics on the PS2 make Hitz (and NHL 2002) a total hoot.

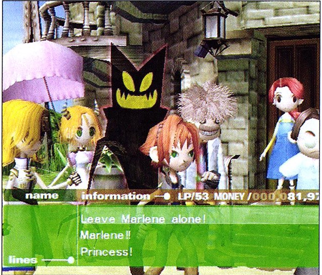
The arcade energy of Hitz is what really separates it from the competition. There are lots of brutal checks, lots of dazzling moves. Plus, if you want to shoot, you shoot. Even if you're in the midst of a special move, your player will adjust and fire the puck. Of all this, though, **the finest accomplishment is the stirring fighting system**. Instead of rolling your eyes when you drop the gloves, now it's cool. Plus, if you throw the knockout punch, your opponent is out for the game. Finally, fighting with an incentive.

Hitz has a ton of game options. Compete in Midway-style Championship mode by beating all 30 NHL teams, or load up a custom team and play through a franchise. Or there's the NHL skills competition that's a blast.

Besides the problem of period lengths being too long (three minutes), this game belongs in your hockey collection with NHL 2002.

Final Score ●●●●
Todd Zuniga

EVERYONE E
Players: 1-6
Memory Card: 107 KB



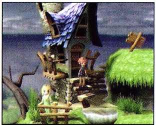
Leave Marlene alone!
Marlene!!
Princess!

Okage

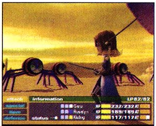
Okage: Shadow King

Publisher Sony CEA
Developer Zener Works
Web Site www.scea.com

In some ways, Okage is quite the achievement. Finally, an RPG that doesn't take itself too seriously! Finally, an RPG with a story that appeals to kids and adults alike: For the tykes, Okage is a raucous coming-of-age tale starring a hapless boy and the insecure, blustery demon that inhabits his shadow; for adults, Okage raises enough existential questions and has enough subtle inside-gaming references to keep us interested. Both audiences are likely to chuckle along with the game's absurd tone and witty dialogue (although the translation is a bit inconsistent). Okage's presentation is also noteworthy, featuring detailed, Tim Burton-esque characters and environments.



Okage



Okage

But despite all these wonderful qualities, there's one big problem:

There's no game here.

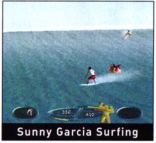
OK, that's a bit harsh. To be fair, Okage's got all the RPG gameplay conventions covered. The problem is, the battle system—the meat and potatoes of any traditional RPG—is mercilessly bland. **For the first six hours, I basically jammed on the X button** while idly chatting with a co-worker, my wife, my cat, my*self*—anyone to pass the boredom. Later in the game, the battles get more interesting, but only enough to make them, say, mildly amusing. On top of that, the dungeons reek of laziness: All look exactly alike, and all are populated with Urns as the oh-so-creative sub-bosses. Yep, you read right—Urns, as in gigantic pottery. One dungeon has a whopping 36 Urns—all *exactly* alike. Um...why?

The constant load times are another problem, especially since the game rewards you for exploration. While it's not crushing, it's noticeable enough to be annoying.

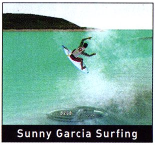
Still, approach Okage in the right way, and you might just have a fine time. If you're looking for an offbeat, story-driven experience, albeit one that's light on quality gameplay, Okage is solid enough. If you're an RPG newbie or a younger gamer, Okage's basic battle system could be a solid-enough primer. But if you want the complete package—story, presentation *and* gameplay—you'll be disappointed.

Final Score ●●●
Gary Steinman

TEEN T
Players: 1
Memory Card: 150 KB



Sunny Garcia Surfing



Sunny Garcia Surfing

Sunny Garcia Surfing

Publisher Ubi Soft
Developer Kronos
Web Site www.ubisoft.com

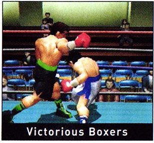
You know, I think this is just about as good as a surfing game is gonna get. The graphics are pleasant, the music is quite fitting, there are lots of tricks to be mastered—it's just about everything you'd want to see in a surfing game. The only thing holding it back is that it's exactly that—a surfing game. No matter how much Ubi Soft and Kronos attempted to Tony Hawk-ify it, Sunny Garcia is still confined to water and waves, something the other extreme sports games don't have to worry about. So while Sunny is a lot of fun to play around with, **the game just can't stand in the same league as, say, a Tony Hawk or Mat Hoffman**.

Actually, for those of you who checked out Championship Surfing on the PS one earlier this year, this is essentially just a better-looking and playing version of that game (Ubi Soft snapped up the rights from the now-defunct Mattel and slapped on Sunny's likeness). **Performing tricks feels a bit easier now**, but it also seems that the game can be too forgiving at times.

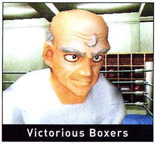
I'd highly recommend Sunny to surfing fans, though. It's got tons of surfers, boards, beaches and even minigames to play with. Like I've said in the past, this is exactly what you should expect from Kronos, a bunch of surfing enthusiasts themselves. Give it a try.

Final Score ●●●◖
Sam Kennedy

EVERYONE E
Players: 1-2
Memory Card: 227 Kb



Victorious Boxers



Victorious Boxers

Victorious Boxers

Publisher Empire
Developer New Corporation
Web Site www.empire-us.com

Before I even stepped foot into Victorious Boxers' squared circle, I had overheard rumblings that it was "the Punch-Out for PS2." After throwing my weight around, I'm still waiting for that. Truth is, VB lacks the charisma of that pugilist classic, but if you're in the mood to hit something, you're better off with VB than with Knockout Kings.

While **the physics and the technique are to be commended**, I expect boxing purists to react the way I did. I felt a grim disparity between myself and Japan's boxing culture. Besides Rocky IV, I identify boxing as a sport that exists primarily in the Western Hemisphere, so I had a hard time swallowing a boxing pill which *only* features names like Ichiro Suzuki and Kazahuro Sasake. Except the final fighter, who's an American Marine. What the...?

Besides the names, the game is very,*very* anime, which I also find off-putting. In the Career mode, which pits you against a series of different fighting styles while you find your own, you'll have an oddly barbered manager who gives good advice (watch for the hook, try using combinations, etc.), but does so in a creepy way that makes you want him to stop.

Overall, **this is the best "pure" boxing you'll find on the PS2**. But there are hurdles to overcome.

Final Score ●●●◖
Todd Zuniga

TEEN T
Players: 1-2
Memory Card: 68 KB

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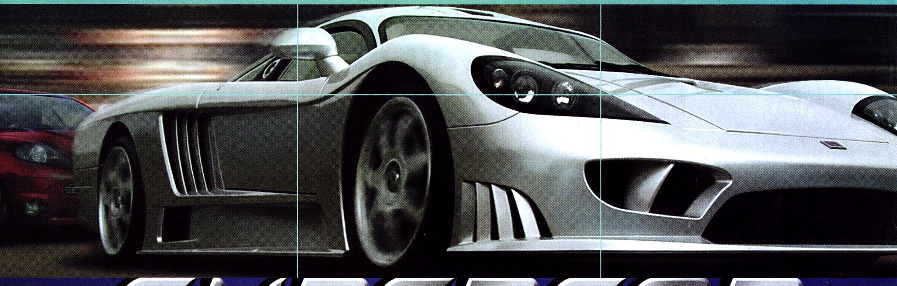

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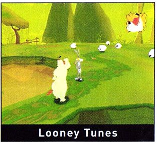

Looney Tunes

Monsters, Inc.

Looney Tunes

Monsters, Inc.

Looney Tunes: Sheep Raider

Publisher Infogrames
Developer Infogrames Lyon House
Web Site www.us.infogrames.com

A quick look at a puzzle sequence halfway into Sheep Raider:

After obtaining an Acme rubber band and remote control, Ralph Wolf finds a robot, places it on a seesaw, and flings it to a faraway cliff. Using the remote, Ralph pilots the robot toward a distant mailbox to order yet another Acme product: a Bugs Bunny costume—perfect for sneaking past Sam Sheep-dog! Of course, Daffy's on the scene, and true to form, he turns duck season into rabbit season. *Sheesh.* Now Ralph's gotta avoid Elmer Fudd while hippity-hopping past Sam! Ralph eventually sneaks by, climbs a cliff, and jumps down to a safe spot behind the sheepdog. From there, Ralph distracts Sam with the robot while he steals a sheep, and then uses the rubber band to whipsaw himself back to the cliff above.

Pretty neat, huh? A nice change of pace for the kids, right?

Well, not quite. Despite its clever premise, Sheep Raider falls flat due to its **mediocre graphics, sticky control and awkward camera**. Working through the puzzles is fairly amusing—but then you still have to *play* the game. Basically, once you know where to go, getting there can be a real chore. And if "getting there" is supposed to be half the fun, then Sheep Raider is only half as good as it should be.

Final Score ●●◖

Gary Steinman

Players: 1
Memory Card: 1 block

Monsters, Inc.

Publisher Sony CEA
Developer A2M
Web Site www.scea.com

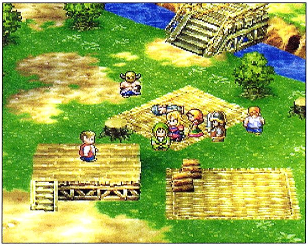
With such quality titles as Tarzan, The Emperor's New Groove and Atlantis under its belt, Sony has proven that the possibility of creating a solid game based on a movie actually *does* exist (at least with Disney flicks). Monsters, Inc. is no exception. While essentially just another Spyro clone, there's no denying its **fun gameplay and flat-out likability**.

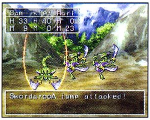
As you probably already know, Monsters, Inc. takes its basis from the Disney/Pixar film released on Nov. 2. However, you won't get a retelling of the movie's plot here (though cutscenes from the film do appear en masse). Rather, the game version takes you back in time to when Sulley and Mike were mere students at the Monster Academy, proving their worth by demonstrating their scare tactics against robotic "kid simulators" called Nerves. And no matter which of the two monstrous protagonists you choose, you're bound to laugh out loud every so often as Sulley pops a bag or Mike pokes himself in the eye to scream loudly. Tracking down the Nerves, usually through typical platforming action, is part of the game's fun, and you can also expect **a few puzzles perfect in difficulty for the youngish-targeted audience**. The game even looks great, with lush scenery and great animations. Good stuff.

Final Score ●●●◖

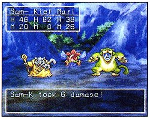
Chris Baker

Players: 1
Memory Card: 1 block





SwordarooA jump attacked!



Sam-K took 6 damage!

Dragon Warrior VII

An adventure five years in the making

Publisher Enix
Developer Enix/Heartbeat
Web Site www.enix.com

Dragon Warrior VII is a role-playing game in the most traditional sense. Featuring an incredibly lengthy quest, a simplistic graphical style, and old-school turn-based combat, this really **feels like the classic RPGs of yesterday**—you know, when less emphasis was placed on grandiose magical effects, CG movies and melodramatic storylines (i.e., before FFVII). When RPGs played more like, well, video games and not Hollywood productions.

Don't get me wrong, I've got nothing against the way RPGs have progressed over the past few years, but playing through Dragon Warrior VII now, I'm reminded of just how far a good RPG storyline and old-school gameplay can go. And of the magic that all Dragon Warrior games just seem to possess.

Although this latest installment was put together by the external studio Heartbeat, Dragon Warrior VII was still spearheaded by Enix's dream team of DW veterans: story and game designer Yuji Horii, character and monster designer Akira Toriyama, and composer Koichi Sugiyama. This combination helps give the game a fresh feel while making sure it maintains a lot of the aspects that have made the series so popular (in Japan, at least).

Amazingly, this group worked on Dragon Warrior VII for over five years—which could help explain the game's almost obscene length. **This is truly a 100-hour RPG**, featuring a bible of a story along with a crafty Earth-rebuilding incentive and an intricate job system. Prepare to give up a good portion of your life to this game if you allow yourself to get sucked in (as I did).

But also be prepared to allow the game some time to get going, as it takes a rather bold choice in pacing. There's not even a battle to be found until about two hours in. However, this is all in the name of story presentation, which ought to be commended. Yuji Horii (known for his story and direction for the other Dragon Warrior titles, as well as hit RPGs such as Chrono Trigger), has once again crafted a marvelous tale that will capture your interest and won't let go.

You'll also have to prepare to deal with rather antiquated-looking graphics, though. **The simple 3D backgrounds and 2D characters certainly look weak next to most of the PS one RPGs of today.** But you know what? I rather like them. There's a really nice charm about the game's visual style, and the fact that everything can be rotated in 3D on the fly is quite nice. Also likely because of the simplistic graphics (but no doubt thanks to Enix's fine programmers as well) is the complete absence of load times. It really makes such a difference to be able to play through an RPG without a second's pause for loading—another throwback to the quests before CD-based platforms.

The game's sound effects, too, help remind me of the RPGs of yesterday, thanks to the use of old samples for such actions as walking in between rooms or scenes. A wonderful choice on Enix's part. As fitting as the sounds is Sugiyama's stupendous soundtrack. Not only is it technically proficient (for being streamed on the PS one), but it's sheer brilliance in terms of composition and is now **one of my favorite game soundtracks of all time**.

Dragon Warrior VII's only major faults, though, are in the area of gameplay, which seems to have progressed very little from the previous DW installments of years ago. Also, the head-on turn-based combat seems somewhat dated, as does the vernacular used for many of the collected items (such as "mystic nut" or "life acorn").

As someone who enjoys the old-school approach, these didn't bother me, but it's likely that gamers expecting something along the lines of a Final Fantasy are going to get quite frustrated.

Final Score ●●●●◖

Sam Kennedy

Players: 1
Memory Card: 1 block

A HERO
WITH HIS HEART
IN THE RIGHT
PLACE.
MAXIMO
Ghosts To Glory
DON'T GET CAUGHT WITH YOUR PANTS DOWN.
Reserve Your Copy Now! www.capcom.maximo.com
CAPCOM
PlayStation®2
TEEN
T
CONTENT RATED BY
ESRB
Violence

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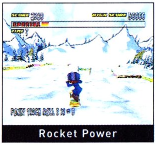
Panzer Front

Powerpuff Girls


Rocket Power

Panzer Front

Powerpuff Girls

SpongeBob

Panzer Front

Publisher Agetec
Developer Enterbrain
Web Site www.agetec.com

"The thunder of war was felt closest in the heart of a tank" the box says, somewhat dramatically. It goes on to talk of "bursting through hedgerows"and other such drama. **Conceptually, it's a real winner**, a 3D combat fest with limited tactical elements, some authentic scenarios, and realistically modeled bits and bobs.

Tanks, as I'm sure you know if you paid attention in history class, or watch *Band of Brothers* on HBO, are somewhat limited in that they're excruciatingly slow. This limitation is the driving factor behind much of the gameplay in Panzer Front, as **it forces you to be stealthy, careful and accurate.** One wrong move and the bad guys will gladly bust a very large cap in your ass and send you home in a box. Creeping around the environments trying to keep track of where the enemy is becomes a tense experience and battles are methodical and nerve-wracking.

It's unfortunate that the great ideas are spoiled somewhat by the presentation. I know that the speed is integral to the design, but it makes gameplay painful. It also suffers from some weird graphical glitches that mean you can't always see your targets when you should be able to. I despise the music too, but that's a matter of taste rather than quality I suppose.

Final Score ●●●◖

John Davison

TEEN T
Players: 1
Memory Card: 1 block

The Powerpuff Girls: Chemical X-Traction

Publisher Bam!
Developer Vis/Asylum
Web Site www.ban4fun.com

You'd think, with *The Powerpuff Girls* being such a beloved, entertaining series, that when the cartoon made the jump to the PlayStation it would be a worthy endeavor. You'd be wrong.

Sure, the game does include all the quirky villains from the show. It includes the three girls in all their glory—and in 3D, no less, which works surprisingly well. And it includes memorable locations from the city of Townsville. What it doesn't include, however, is a whole lot of gameplay.

The idea is a sound one that's worked before: It's a fighting game, but **combat takes place within 3D arenas** populated with plenty of objects to pick up and hurl at your opponent; collect three vials of Chemical X and you can unleash a powerful special attack.

Trouble is, the Powerpuff Girls are very small. And most of their enemies are quite large. So it's all but impossible to land more than the occasional punch and kick before you get pummeled half to death. The game thus degenerates into pick up object, throw, repeat. **Not exactly the most thrilling of experiences.** And the glitchy graphics and periodic slowdown are never good additions to a fighting game. I guess diehard fans might enjoy this. I sure didn't.

Final Score ●◖

Joe Rybicki

EVERYONE E
Players: 1-2
Memory Card: 1 block

Rocket Power Team Rocket Rescue

Publisher THQ
Developer Dark Black
Web Site www.thq.com

I won't question the mental stability of those wowed by the whimsy of the Rocket Power collective. To each his own. But I would like to scare you away from this game. **If it's for kids, it's too hard and it will lower their self-esteem.** If it's for adults, it's *way* too hard and it'll make you angry.

If you want an X-game, grab Tony Hawk 3. Don't be taken in by the multiple action sports that this game features. They're all bad.

Final Score ●◖

Todd Zuniga

EVERYONE E
Players: 1-2
Memory Card: 1 block

SpongeBob SquarePants: SuperSponge

Publisher THQ
Developer Climax
Web Site www.thq.com

As is the case with most licensed kid stuff, SuperSponge deftly straddles the line of mediocrity. It looks good enough to catch the eyes of both the child (who'll want it) and the parent (who'll pay for it); **it plays well enough to hold a kid's attention for the first few minutes**; but it'll ultimately end up forgotten in a toy chest soon afterward. SuperSponge's platforming gameplay is thoroughly awkward and bland—with or without the license.

Final Score ●●

Gary Steinman

EVERYONE E
Players: 1
Memory Card: 1 block

6180
1:49
SWITCH
BONELESS + 360 FLIP BACKFOOT FLIP
2100 X2

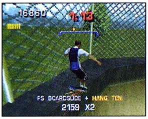
Tony Hawk's Pro Skater 3

Tony's last dance on PS one?

Publisher Activision
Developer Shaba Games
Web Site www.activision.com

For a few months there, I'd forgotten that Tony Hawk's Pro Skater 2 is my favorite game ever. I'd forgotten that I spent my entire life, after its release, beating every level with every skater. Collecting everything. One-hundred percent. Eating, socializing and staring at solar eclipses all took a backseat to my obsession.

Now a new THPS era dawns. The house that Neversoft built has been rented out to Shaba Games, the minds behind Grind Session. Don't worry, Neversoft hasn't sold out; they've just been putting all of their efforts into the robust PS2 version. What's truly important is that **the game feels and looks like the THPS of old**. It hasn't been revamped or reconstructed. Yet, really, this non-evolution isn't all positive.



20700
1:28
360 BONELESS + CANNONBALL
1205 X2

If you're a leisurely fan of THPS2, you're really going to enjoy THPS3. If you're a crazy fan who has a complete life shutdown when a new Hawk game hits the shelves, you'll probably be disappointed by number three.

537
1:22
SWITCH
BONELESS + KICKFLIP + SAL FLIP
1500 X3

The leap from the original THPS to its sequel was groundbreaking. We've used so many gushing adjectives we'll let your vocabulary come up with new superlatives. But with Neversoft making their next big leap a PS2 graphical jump, **the PS one version is, in a sense, left behind**.

Does the game feel great? Yes. Without a doubt. Are the graphics great? For PS one, yes. (Though play the PS2 version and you'll be shocked by the amount of pop-up you've been enduring on the PS one.) Are all the old favorite features still alive and well? Yes, the skatepark editor and create-a-skater continue to give some people reason to live.

18505
1:02
TIE 300
8000

12393
1:35
4300 X2

But **the only addition for THPS2 is the Revert**, which allows vert tricks to be turned into Manuals without breaking the trick string (if you time it right). It's a relatively small addition, but let's not fool ourselves: The Revert has the power to knock out an entire weekend without fail.

Additions and particulars aside, **the best part of the new game is the vast and wisely reconsidered Career Mode**. In the last game you collected money to buy boards, stats and tricks; this time you'll try to get stat points from around the environments, find hidden skateboards in hard-to-reach places, and you can alter your trick set at your leisure. It's balanced so you don't have a superskater unless you've gone through most of the game and really earned it.

My biggest frustration with the game is accomplishing everything in the Career Mode. **Sometimes I just didn't know what I was after.** If I have to grind a rail, I'd like a sense of where the rail might be. Otherwise, I'm just skating boring circles.

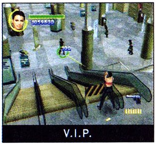
But when it comes down to it, this is a must-own. It may be more like THPS2.5, but that doesn't mean you won't love it.

Final Score ●●●●◖

Todd Zuniga

EVERYONE E CONTENT RATED BY ESRB **Players: 1-2**
Memory Card: 1 block

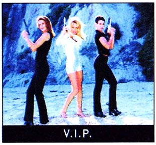
986
FS BOARDSLIDE + VARIAL KICKFLIP + BS 50-50
1176 X3



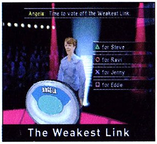
V.I.P.

Angela: In the nursery rhyme 'Jack and Jill' what of Jack break?
$125,000
CORRECT
Crown
ANGELA

The Weakest Link



V.I.P.



The Weakest Link

V.I.P.

Publisher Ubi Soft
Developer Ubi Soft
Web Site www.ubisoft.com

I'm trembling, chilled by a cold sweat, questioning my own sanity. The unthinkable is happening.

I'm actually enjoying V.I.P.

And not for all the wrong reasons, mind you. *Not* because of the game's sexy, sexy menu screens. *Not* because of the unlockable pics of the talented Ms. Anderson. *Not* because I can't wait to sling a bevy of bad Pamela jokes in my review—I'll spare you those. No, I'm enjoying V.I.P. because it's, uh...fun?

Now, there's not much to V.I.P.—it's just a collection of Simon Says-style button-tapping minigames, with some shooting levels and other activities thrown in. But for a few hours at least, V.I.P.'s overly simplistic gameplay can easily pass as **a suitably mindless diversion**.

Still, this is V.I.P. we're talking about, so reality is due to check in sooner than later. For me, this happened halfway into the game (or roughly two hours), a point at which V.I.P. became **numbingly repetitive and distressingly difficult**. It got so frustrating that I was about to kick in my TV, but I held back thanks to a timely revelation. "Why get so angry?" I thought. "Yeah, it was OK for a bit, but really now—this game is dumb. I need a nap." And after waking up, I quickly realized that I had more fun sleeping (perhaps dreaming of my own virtual Pam?) than playing this game.

Final Score ●●

Gary Steinman

RATING PENDING RP CONTENT RATED BY ESRB **Players: 1**
Memory Card: 1 block

The Weakest Link

Publisher Activision
Developer BBC Multimedia
Web Site www.activision.com

Whether you're a fan of NBC's *The Weakest Link* or not, you've gotta admit one thing about its PS one home version: Never before has a game show been so well-represented as in Activision's take on the series. In fact, it kind of **represents the show to a fault**.

You know how Anne Robinson always turns to individual contestants and, after insulting them, proceeds to ask why they voted the way they did? Well, that's here, as well—and there's no way to fast forward through it. The same goes for the whine session given by a nixed contestant. Sure, it's kind of funny to hear this stuff at first, especially to laugh at the horrible stereotypes—the New Englander from "Haht-fud," the "go Knicks" NYC cabbie, the "my answer-to-question ratio was pitifully low" computer nerd. But it does get old.

Questions run the gamut from "Who played Han Solo?" to stuff that will stump an entire room. Speaking of which, an entire room of people definitely makes a game or two of The Weakest Link worth a go. We played a full seven-player game and, after a shaky start (passing around two controllers is awkward at first—no Multitap support), really **felt some genuine suspense and pressure** as the field narrowed round by round. It was quite the pleasant surprise.

Final Score ●●●◖

Chris Baker

EVERYONE E CONTENT RATED BY ESRB **Players: 1-7**
Memory Card: N/A

PS2 Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
4x4 EVO	GOD Games	●●●●	44
The Adventures of Cookie & Cream	Agetec	●●●◖	44
Aqua Aqua	3DO	●●	42
All-Star Baseball 2002	Acclaim	●●●◖	45
Arctic Thunder	Midway	●	50
Armored Core 2	Agetec	●●●	39
Armored Core 2: Another Age	Agetec	●●●◖	48
Army Men Air Attack	3DO	●●●◖	44
Army Men: Green Rogue	3DO	●●	45
Army Men: Sarge's Heroes 2	3DO	●●◖	45
ATV Offroad Fury	Sony CEA	●●●●	42
Bloody Roar 3	Activision	●●●◖	47
The Bouncer	Square EA	●●●	42
CART Fury	Midway	●	47
Casper: Spirit Dimensions	TDK Mediactive	●●◖	50
City Crisis	Take 2	●●●	48
Cool Boarders 2001	Sony CEA	●●●●	46
Crazy Taxi	Acclaim	●●●●	46
Dark Angel: Vampire Apocalypse	Metro3D	●◖	49
Dark Cloud	Sony CEA	●●●●◖	46
Dave Mirra Freestyle BMX 2	Acclaim	●●●◖	50
Dead or Alive 2: Hardcore	Tecmo	●●●●◖	39
Devil May Cry	Capcom	●●●●●	50
Disney's Donald Duck: Goin' Quackers	Ubi Soft	●●●◖	42
Driving Emotion Type-S	Square EA	●●◖	41
Dynasty Warriors 2	Koei	●●●●	38
Ephemeral Fantasia	Konami	●◖	49
Escape From Monkey Island	LucasArts	●●●●●	46
Eternal Ring	Agetec	●●	38
ESPN International Track & Field	Konami	●●●	39
ESPN MLS ExtraTime	Konami	●●	44
ESPN NBA 2Night	Konami	●●	42
ESPN National Hockey Night	Konami	●◖	45
ESPN Winter X Games Snowboarding	Konami	●●●	41
ESPN X Games Skateboarding	Konami	●●●●	49
Evergrace	Agetec	●●	39
Extermination	Deep Space	●●◖	48
Extreme G III	Acclaim	●●●●	50
F1 Championship	Ubi Soft	●●●●	43
F1 Championship Season 2000	EA Sports	●●◖	41
Fantavision	Sony CEA	●●●●	40
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
Formula One 2001	Sony CEA	●●●◖	50
Fur Fighters: Viggo's Revenge	Acclaim	●●●	46
Gadget Racers	Conspiracy	●●●◖	50
Gallop Racer	Tecmo	●●	48
Gauntlet: Dark Legacy	Midway	●●●◖	46
Gradius III and IV	Konami	●●◖	39
Gran Turismo 3: A-spec	SCEA	●●●●●	46
Gungriffon Blaze	Working Designs	●●●◖	39
Heroes of Might and Magic: Quest for the DragonBone Staff	3DO	●●◖	46
High Heat MLB 2002	3DO	●●●●	44
Ico	Sony CEA	●●●●●	50
Kengo: Master of Bushido	Crave	●●●	42
Kessen	EA Games	●●●	39
Kinetica	Sony CEA	●●●●◖	50
Klonoa 2: Lunatea's Veil	EA Games	●●●●◖	47
Knockout Kings 2001	EA Sports	●●●●	42
Le Mans 24 Hours	Infogrames	●●◖	48
Madden NFL 2001	EA Sports	●●●●◖	38
Madden NFL 2002	EA Sports	●●●●◖	48
MDK2 Armageddon	Interplay	●●●◖	45
Midnight Club	Rockstar	●●●●	39
Mobil Suit Gundam: Journey to Jaburo	Bandai	●	48
Moto GP	Namco	●●●●	39
Monster Rancher 3	Tecmo	●●●●	50
Motor Mayhem	Infogrames	●●●	47
MTV Music Generator 2	Codemasters	●●●	46
MX 2002 featuring Ricky Carmichael	THQ	●●●●	47
NASCAR 2001	EA Sports	●●◖	40
NASCAR Heat	Infogrames	●●●●	47
NBA Hoopz	Midway	●●●	44
NBA Live 2001	EA Sports	●●●	42
NBA ShootOut 2001	Sony CEA	●●◖	44
NBA Street	EA Big	●●●●●	47
NCAA Final Four 2001	Sony CEA	●	41
NCAA Football 2002	EA Sports	●●●●◖	48
NCAA GameBreaker 2001	Sony CEA	●◖	41
NFL GameDay 2001	Sony CEA	●	40
NFL Quarterback Club 2001	Acclaim	●●◖	50
NHL FaceOff 2001	989 Sports	●●●◖	43
NHL 2001	EA Sports	●●●●	38
NHL 2002	EA Sports	●●●●◖	50
Oni	Rockstar	●◖	43
Onimusha: Warlords	Capcom	●●●●	43
Orphen: Scion of Sorcery	Activision	●●●	39
Portal Runner	3DO	●●	50
Q-Ball Billiards Master	Take 2	●●●◖	40
Quake III Revolution	EA Games	●●●●◖	44
Rayman 2 Revolution	Ubi Soft	●●●●●	41
RC Revenge Pro	Acclaim	●●◖	41
Ready 2 Rumble Boxing Round 2	Midway	●●●●	40
Real Pool	Infogrames	●●●◖	40
Red Faction	THQ	●●●●●	46
Resident Evil - Code: Veronica X	Capcom	●●●●◖	48
Ridge Racer V	Namco	●●●●◖	38
Ring of Red	Konami	●●●●	43
Rugby	EA Sports	●●●◖	48
Rumble Racing	EA Games	●●●●◖	45
Rune: Viking Warlord	Take Two Int.	●●◖	48

PS2 Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Shadow of Destiny	Konami	●●●◖	43
Silent Hill 2	Konami	●●●●◖	50
Silent Scope	Konami	●●●	39
Silent Scope 2	Konami	●●●◖	49
Silpheed: The Lost Planet	Working Designs	●●●◖	40
Sky Odyssey	Activision	●●●	40
Smuggler's Run	Rockstar	●●●●◖	39
Soccer America: International Cup	Hot-B	●●	48
Spy Hunter	Paradigm	●●●●◖	50
SSX	EA Sports BIG	●●●●●	38
Star Wars: Episode I —Super Bombad Racing	LucasArts	●●	45
Star Wars: Starfighter	LucasArts	●●●●◖	43
Street Fighter EX 3	Capcom	●●●◖	39
Stretch Panic	Conspiracy	●●●◖	47
Summoner	THQ	●●●	39
Super Bust-A-Move	Acclaim	●●●	41
Surfing H30	Rockstar	●●	40
Swing Away Golf	EA Games	●●●	38
Tekken Tag Tournament	Namco	●●●●◖	39
Test Drive Off-Road: Wide Open	Infogrames	●●●	48
Theme Park Roller Coaster	Bullfrog	●●●●	41
Tiger Woods PGA Tour	EA Sports	●●●	44
Time Crisis 2	Namco	●●●●	49
TimeSplitters	Eidos Int.	●●●●●	39
Tokyo Xtreme Racer Zero	Crave	●●◖	45
Top Gear Dare Devil	Kemco	●●●◖	41
Top Gun: Combat Zones	Titus	●●●	50
Triple Play Baseball	EA Sports	●●	45
Twisted Metal: Black	SCEA	●●●●●	47
Unison	Tecmo	●●●◖	44
Unreal Tournament	Infogrames	●●◖	40
War Jetz	3DO	●●◖	48
Warriors of Might & Magic	3DO	●●◖	44
Wild Wild Racing	Interplay	●●●	39
Winback	Koei	●●●●	43
World Destruction League: Thunder Tanks	3DO	●●●	42
X Squad	EA Games	●●●◖	38
Yanya Caballista: City Skater	Koei	●●●◖	49
Z.O.E: Zone of the Enders	Konami	●●●●◖	44

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Game	Publisher	Score	Issue
007 Racing	EA Games	●●●	41
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
102 Dalmatians: Puppies to the Rescue	Eidos	●●●◖	41
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Action Bass	Take Two.	●●	37
Action Man: Operation Extreme	Hasbro	●●●	41
Akuji the Heartless	Crystal Dynamics	●●●	18
Aladdin in Nasira's Revenge	Sony CEA	●●	45
Alexi Lalas International Soccer	Rockstar	●	23
Alone in the Dark: The New Nightmare	Infogrames	●●●●	47
Alien Resurrection	Fox Interactive	●●●	38
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Animorphs: Shattered Reality	Infogrames	●●◖	37
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Acclaim	◖	35
Army Men 3D	3DO	●●●	20
Army Men Air Attack 2	3DO	●●●◖	39
Army Men: Green Rogue	3DO	●◖	47
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: Sarge's Heroes 2	3DO	●●◖	40
Army Men: World War	3DO	●◖	34
Army Men World War: Final Front	3DO	●◖	45
Army Men World War: Land, Sea, Air	3DO	●◖	39
Arthur! Ready to Race	The Learning Co.	●	42
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Atlantis: The Lost Empire	SCEA	●●●●	48
ATV: Quad Power Racing	Acclaim	●	39
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ball Breakers	Take 2	●●●◖	36
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman: Gotham City Racer	Ubi Soft Games	●◖	46
Batman & Robin	Acclaim	●	13
Batman Beyond: Return of the Joker	Ubi Soft	◖	39
Battle Hunter	Agetec	●◖	48
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Int.	●◖	5
Big Air	Accolade	●◖	20
Big Ol' Bass 2	Konami	●●◖	45
Billiards	Agetec	●●◖	45
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blade	Activision	●●◖	41
Blast Lacrosse	Acclaim Sports	●●◖	48
Blast Radius	Psygnosis	●●●◖	19
Blaster Master: Blasting Again	Sunsoft	●●●	38
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Blues Big Musical	THQ	●●●	46
Board Game: Top Shop	Agetec/A1 Games	●●●●	45
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman Party Edition	Vatical	●●◖	38
Bomberman World	Atlus	●●◖	13
The Bombing Islands	Kemco	●●◖	47
Boombots	SouthPeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Bowling	Agetec	●●	43
Boxing	Agetec	●●●	45
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breakout	Hasbro Int.	●●	39
Breath of Fire III	Capcom	●●●◖	9
Breath of Fire IV	Capcom	●●●◖	40
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Bugs Bunny & Taz: Time Busters	Infogrames	●●●	41
Builder's Block	Jaleco	●●●◖	35
Burstrick Wake Boarding	Natsume	●◖	45
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust A Groove 2	Enix	●●●	36
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
Buzz Lightyear of Star Command	Activision	●●◖	39
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Caesar's Palace 2000	Interplay	◖	41
Card Games	Agetec	●◖	50
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Casper: Friends Around the World	Sound Source	●◖	41
Castlevania Chronicles	Konami	●●●◖	50
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Int.	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Championship Motocross 2001 Featuring Ricky Carmichael	THQ	●●●	41
Championship Surfer	Mattel Int.	●●●	41
Chessmaster II	Mindscape	●●●◖	23
Chicken Run	Eidos	●●●	41
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Chrono Cross	Square EA	●●●●●	36
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae 2.0	Codemasters	●●●●●	40
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Contender 2	Bam!	●	41
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Cool Boarders 2001	Sony CEA	●	39
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crash Bash	SCEA/Universal	●●◖	39
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crossroad Crisis	Agetec	●◖	50
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dance Dance Revolution	Konami	●●●●	42
Dance Dance Revolution Disney Mix	Konami	●●●●	49
Danger Girl	THQ	●●◖	39
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Darkstone	Take 2 Int.	●●●◖	43
Dave Mirra Freestyle BMX	Acclaim Max	●●●◖	38
Dave Mirra Freestyle BMX: Maximum Remix	Acclaim Max	●●◖	47
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Destruction Derby Raw	Midway	●●●●	39
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Digimon Digital Card Battle	Bandai	●●●	48
Digimon World	Bandai	●◖	36
Digimon World 2	Bandai	●●	46
Dino Crisis	Capcom	●●●●	25
Dino Crisis 2	Capcom	●●●●◖	38
Disney's Dinosaur	Ubi Soft	●◖	36
Donald Duck: Goin' Quackers	Ubi Soft	●●●	39
Downhill Mountain Bike Racing	Activision	●●◖	27
Dracula: The Resurrection	DreamCatcher	●●◖	48
Dragon Tales: Dragon Seek	NewKidCo	●◖	45
Dragon Valor	Namco	●●●	38
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Driver 2	Infogrames	●●●●	40
Ducati World Championship Racing	Acclaim	●●◖	41
Duke Nukem: Land of the Babes	Infogrames	●●◖	40
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	SouthPeak	●◖	29
Dukes of Hazzard II: Daisy Dukes it Out	SouthPeak	●●	41
Dune 2000	Electronic Arts	●◖	27
EA Sports Supercross	EA Sports	●●●◖	41
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Anarchy Rulz	Acclaim	●	38
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
The Emperor's New Groove	SCEA	●●●◖	40
ESPN MLS GameNight	Konami	●●●	40
Eternal Eyes	Sunsoft	●◖	38
Evil Dead: Hail to the King	THQ	●●◖	41
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
F1 Championship Season	EA Sports	●●●◖	40
F1 Racing Championship	Ubi Soft	●●◖	39
Family Feud	Hasbro Int.	●●●	39
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Fear Effect 2: Retro Helix	Eidos	●●●●◖	43
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
FIFA 2001 Major League Soccer	EA Sports	●●●●◖	39
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Chronicles	Sony CEA	●●●●	47
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Final Fantasy IX	Square EA	●●●●●	39
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Flintstones Bedrock Bowling	SouthPeak	●	37
Ford Racing	Empire	●●◖	44
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Freestyle Motocross: McGrath vs. Pastrana	Acclaim	●●◖	40
Frogger	Hasbro Int.	●●◖	4
Frogger 2: Swampy's Revenge	Hasbro Int.	●●●	38
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galaga: Destination Earth	Hasbro Int.	●●◖	39
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Int.	●●	28
Gold and Glory: The Road to El Dorado	Revolution	●●	42
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29
Grand Theft Auto	Take 2	●●◖	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●◖	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●◖	26
Granstream Saga	THQ	●●●	10
The Grinch	Konami/Universal	●◖	39
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
Gundam Battle Assault	Bandai	●●●	40
HardBall '99	Accolade	●◖	15
Harvest Moon: Back to Nature	Natsume	●●●◖	40
HBO Boxing	Acclaim	●●	41
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●◖	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
High Heat Major League Baseball 2002	3DO	●●●●	43
Hogs of War	Infogrames	●●●●	38
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●◖	30
Hot Wheels Turbo Racing	Electronic Arts	●●◖	25
Hydro Thunder	Midway	●●	31
In Cold Blood	Dreamcatcher	●●	49
Incredible Crisis	Titus	●●●◖	38
Inspector Gadget: Gadget's Crazy Maze	Ubi Soft	●●●◖	50
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●◖	28
Int. Superstar Soccer '98	Konami	●●●●◖	11
Int. Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●◖	35
Jackie Chan Stuntmaster	Midway	●●●◖	30
Jade Cocoon	Crave	●●●◖	23
Jarrett & LaBonte Stock Car Racing	Codemasters	●●●●	38
Jeopardy!	Hasbro Int.	●●●●	17
Jeopardy! 2	Hasbro Int.	●●●●	29
Jeremy McGrath Supercross 2000	Acclaim	●◖	38
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●◖	3
Jet Moto 3	989 Studios	●●●◖	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●◖	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●◖	28
K-1 Revenge	Jaleco	●●◖	18
Kagero: Deception II	Tecmo	●●●●◖	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●◖	17
Killer Loop	Crave	●●●	27
King of Fighters '99	Agetec	●●●●	41
KISS Pinball	Take 2	●◖	46
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●◖	16
Knockout Kings	EA Sports	●●●●	39
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●◖	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
The Land Before Time: Great Valley Racing Adv.	TDK Mediactive	●●●	46
The Land Before Time: Return to the Great Valley	Sound Source	●●◖	39
Legacy of Kain: Soul Reaver	Eidos	●●●●◖	25
The Legend of Dragoon	Sony CEA	●●●●◖	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●◖	35
Lego Island 2: The Brickster's Revenge	Lego Media	●●◖	46
Lego Rock Raiders	Lego Media	●	37
The Lion King: Simba's Mighty Adventure	Paradox	●◖	42
The Little Mermaid II	THQ	●●●●	39
Lode Runner	Natsume	●●◖	4
Looney Tunes Racing	Infogrames	●●◖	39
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●◖	22
Lunar 2: Eternal Blue Complete	Working Designs	●●●●	40
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●◖	13
Madden NFL 2000	EA Sports	●●●●●	25
Madden NFL 2001	EA Sports	●●●●●	37
Madden NFL 2002	EA Sports	●●●●◖	49
Marvel SH vs. Street Fighter	Capcom	●●●◖	18
Marvel Superheroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●◖	30
Mary-Kate and Ashley: Magical Mystery Mall	Acclaim	●●●◖	40
Mary-Kate and Ashley: Winners Circle	Acclaim	●●◖	45
Mass Destruction	ASC	●●◖	3
Mat Hoffman's Pro BMX	Activision	●●●●	45

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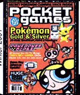
Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Maximum Force	Midway	●◖	2
MDK	Playmates	●●◖	3
Medal Of Honor	Electronic Arts	●●●●	27
Medal Of Honor Underground	Electronic Arts	●●●●	39
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●◖	32
Mega Man Legends	Capcom	●●●●	12
Mega Man Legends 2	Capcom	●●●◖	39
Mega Man X4	Capcom	●●●	4
Mega Man X5	Capcom	●●●◖	41
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Metal Slug X	Agetec	●●●●	43
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
Mike Tyson Boxing	Codemasters	●●	39
The Misadventures of Tron Bonne	Capcom	●●●●	31
Miss Spider's Tea Party	Simon & Schuster	●●●	41
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Int.	●●●	28
MK Mythologies	Midway	●●◖	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLB 2002	Sony CEA	●●	46
MLBPA Bottom of the 9th '99	Konami	●●●◖	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●◖	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Int.	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Rancher Battle Card: Episode II	Tecmo	●●●◖	36
Monster Rancher Hop-A-Bout	Tecmo	●●●◖	41
Monster Seed	Sunsoft	●●◖	20
Mort the Chicken	Crave	●◖	41
Mortal Kombat: Special Forces	Midway	●◖	36
Mortal Kombat 4	Midway	●●●◖	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●◖	14
Moto Racer World Tour	Infogrames	●●●●	40
Motocross Mania	Take 2 Int.	●	48
Motorhead	Fox Interactive	●●●◖	14
Mr. Domino	Acclaim	●●●◖	15
Mr. Driller	Namco	●●●●	33
Ms. Pac-Man Maze Madness	Namco	●●●●	38
MTV Music Generator	Codemasters	●●●●	28
MTV Sports: Pure Ride	THQ	●●●◖	39
MTV Sports: T.J. Lavin's Ultimate BMX	THQ	●●	45
MTV Sports: Skateboarding featuring Andy MacDonald	THQ	●	39
The Mummy	Konami	●●◖	41
Muppet Monster Adventure	Midway	●●●●	39
Muppet Race Mania	Midway	●●●◖	39
N20	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR 2001	EA Sports	●●◖	38
NASCAR Heat	Hasbro Int.	●●●◖	40
NASCAR Rumble	Electronic Arts	●●●◖	31
NBA Fastbreak '98	Midway	●●◖	4
NBA Hoopz	Midway	●●●	43
NBA In the Zone '98	Konami	●●◖	7
NBA In the Zone '99	Konami	●●●◖	19
NBA In the Zone 2000	Konami	●●◖	28
NBA Live 98	EA Sports	●●●●◖	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●◖	28
NBA Live 2001	EA Sports	●●●●	39
NBA ShootOut 98	Sony CEA	●●●◖	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA ShootOut 2001	989 Studios	●●◖	39
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●◖	18
NCAA Final Four 2000	989 Studios	●●●◖	28
NCAA Final Four 2001	Sony CEA	●●	40
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●◖	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA Football 2001	EA Sports	●●●◖	36
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA GameBreaker 2001	Sony CEA	●●◖	37
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
NCAA March Madness 2001	EA Sports	●●	41
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●◖	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●◖	33
Need for Speed: V-Rally	Electronic Arts	●◖	3
Need for Speed: V-Rally 2	Electronic Arts	●●●◖	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Int.	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL Blitz 2001	Midway	●●●◖	38

Game	Publisher	Score	Issue
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL GameDay 2001	989 Sports	●●◖	37
NFL GameDay 2002	989 Sports	●●	49
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●◖	24
N.GEN Racing	Infogrames	●●◖	35
NHL 99	EA Sports	●●●●◖	15
NHL 2000	EA Sports	●●●●	26
NHL 2001	EA Sports	●●●●	38
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL FaceOff 2001	Sony CEA	●●●●◖	38
NHL Rock the Rink	Electronic Arts	●●●●	32
Nick Toons Racing	Infogrames	●●●	48
Nightmare Creatures	Activision	●●●◖	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●◖	15
Nuclear Strike	Electronic Arts	●●●●◖	3
O.D.T.	Psygnosis	●◖	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●◖	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
One Piece Mansion	Capcom	●◖	50
Pac-Man World	Namco	●●●●◖	25
Pandemonium! 2	Midway	●●●◖	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
Parasite Eve II	Square EA	●●●●◖	37
Persona 2: Eternal Punishment	Atlus	●●●●	41
Peter Jacobsen's Golden Tee Golf	Infogrames	●●●◖	41
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Play With The Teletubbies	Knowledge Ad.	●●	36
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●◖	6
Point Blank 2	Namco	●●●◖	20
Point Blank 3	Namco	●●●◖	44
Polaris SnoCross	Vatical	●●◖	38
Pong	Hasbro Int.	●●●◖	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●◖	21
Porsche Challenge	Sony CEA	●●●◖	1
Power Rangers Lightspeed Rescue	THQ	●◖	40
Power Shovel	Acclaim	●●●	49
Power Soccer 2	Psygnosis	●●●	5
Power Spike Pro Beach Volleyball	Infogrames	●●◖	41
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Big Race USA	Empire Int.	●●●◖	37
Pro Pinball: Fantastic Journey	Empire Int.	●●●◖	37
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Puzzle Star Sweep	Agetec	●●◖	43
Q*bert	Hasbro Int.	●●◖	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●◖	23
R-Types	Ascii	●●●◖	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●◖	15
Rampage	Midway	●●◖	4
Rampage 2: Universal Tour	Midway	●	21
Rampage Through Time	Midway	●◖	36
Ray Tracers	THQ	●●●	5
RayCrisis	Spaz/W.D.	●●●	38
Rayman Brain Games	Ubi Soft	●●●	50
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
Razor Freestyle Scooter	Crave	●●●	41
RC de GO!	Acclaim	●●●●	40
RC Revenge	Acclaim	●●●◖	37
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●◖	27
Ready 2 Rumble Boxing Round 2	Midway	●●●	40
Red Asphalt	Interplay	●◖	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
Resident Evil 3 Nemesis	Capcom	●●●●◖	27
Resident Evil: Director's Cut	Capcom	●●●	2
Resident Evil Survivor	Capcom	●◖	38
Rhapsody: A Musical Adventure	Atlus	●●●	35
Rising Zan	Agetec	●●●●	24
Risk	Hasbro Int.	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rock 'Em Sock 'Em Robots	Mattel Int.	●●●	41
Rogue Trip	GT Interactive	●●●◖	14
Roll Away	Psygnosis	●●●●◖	13
Rollcage	Psygnosis	●●●◖	19
Rollcage Stage II	Psygnosis	●●●◖	31
Romance of the 3 Kingdoms VI	Koei	●●	30
Roswell Conspiracies: Aliens, Myths & Legends	Red Storm	●	48

Game	Publisher	Score	Issue
RPG Maker	Agetec	●●●●◖	35
Rugrats: Totally Angelica	THQ	●●●◖	48
Rugrats in Paris: The Movie	THQ	●●●	41
Runabout 2	HotB	●	36
Running Wild	989 Studios	●●	14
Rushdown	Electronic Arts	●●	19
Sabrina, the Teenage Witch: A Twitch in Time!	Knowledge Adven.	◖	45
SaGa Frontier	Sony CEA	●●●◖	8
SaGa Frontier 2	Square EA	●●●◖	29
Saiyuki: Journey West	Koei	●●●◖	47
Sammy Sosa High Heat Baseball 2001	3DO	●●	32
Sammy Sosa Softball Slam	3DO	●●	33
Samurai Shodown: Warrior's Rage	SNK	●◖	36
Scrabble	Hasbro Int.	●●◖	28
Sentinel Returns	Psygnosis	●●	11
Shadow Madness	Crave	●●◖	19
Shadow Man	Acclaim	●◖	27
Shadow Master	Psygnosis	●●●●	5
Shadow Tower	Agetec	◖	28
Shanghai: True Valor	Sunsoft	●●●	20
Sheep	Empire Int.	●●●	41
Shipwreckers	Psygnosis	●●●	3
Shooter: Space Shot	Agetec/A1	●●●◖	48
Shooter: Starfighter Sanvein	Agetec	●●	43
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
Silhouette Mirage	Working Designs	●●●◖	29
Sim Theme Park	Electronic Arts	●●◖	33
The Simpsons Wrestling	Taito	●●	45
Skydiving Extreme	Banpresto	●◖	49
Skullmonkeys	Electronic Arts	●●●●●	6
Sled Storm	Electronic Arts	●●●●	24
Small Soldiers	Electronic Arts	●◖	15
Smurfs	Infogrames	●●●●	29
Smurf Racer	Infogrames	●●	45
Sno-Cross Championship Racing	Crave	●◖	37
Soul of the Samurai	Konami	●◖	24
South Park	Acclaim	●◖	27
South Park Rally	Acclaim	●◖	29
South Park: Chef's Luv Shack	Acclaim	●	28
Snowboarding	Agetec	●●	43
Space Invaders	Activision	●●●	27
Spawn: The Eternal	Sony CEA	●●	4
Spec Ops	Take 2 Int.	●	34
Spec Ops: Ranger Elite	Take 2 Int.	●	46
Speed Punks	Sony CEA	●●●●◖	32
Speed Racer	Jaleco	●●	8
Speedball 2100	Empire	●●◖	40
Spider-Man	Activision	●●●●●	37
Spider-Man 2 Enter: Electro	Activision	●●●◖	50
Spin Jam	Take 2 Int.	●◖	38
Sports Car GT	Electronic Arts	●●◖	21
Spyro: Year of the Dragon	Sony CEA	●●●●●	39
Spyro 2: Ripto's Rage!	Sony CEA	●●●●◖	27
Spyro the Dragon	Sony CEA	●●●●	13
Star Ocean: The 2nd Story	Sony CEA	●●●●◖	22
Star Trek: Invasion	Activision	●●●●◖	37
Star Wars: Episode I—Jedi Power Battles	LucasArts	●●◖	33
Star Wars: Episode I—The Phantom Menace	LucasArts	●●●	25
Star Wars: Masters of Teräs Käsi	LucasArts	●●●	4
Star Wars Demolition	LucasArts	●●●◖	41
Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●◖	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
Street Fighter EX Plus Alpha	Capcom	●●●●	2
Street Fighter EX2 Plus	Capcom	●●●	33
Street Sk8er	Electronic Arts	●●◖	19
Street Sk8er 2	Electronic Arts	●●●	32
Strider 2	Capcom	●●●◖	34
Striker Pro 2000	Infogrames	●●●●	33
Strikers 1945	Agetec	●●◖	44
Suikoden II	Konami	●●●●	26
Superbike 2000	EA Sports	●◖	32
SuperCross 2000	EA Sports	●◖	29
SuperCross Circuit	989 Studios	●●●◖	28
Surf Riders	Ubi Soft	●◖	35
Sydney 2000	Eidos	●●	38
Syphon Filter	989 Studios	●●●●	18
Syphon Filter 2	989 Studios	●●●◖	31
T'ai Fu	Activision	●◖	19
T.R.A.G.	Sunsoft	●●●	20
Tactics Ogre	Atlus	●●●◖	12
Tail Concerto	Atlus	●●●◖	26
Tales of Destiny	Namco	●●●●	13
Tales of Destiny II	Namco	●●●◖	49
Tarzan	Sony CEA	●●●◖	24
Team Buddies	Midway	●●●◖	38
Team LOSI RC Racing	Fox Interactive	●●◖	13
Tekken 3	Namco	●●●●●	9
Tenchu	Activision	●●●●	14
Tenchu 2: Birth of the Stealth Assassins	Activision	●●●	37
Tennis Arena	Ubi Soft	●●◖	4
Test Drive 4	Accolade	●●●◖	3
Test Drive 5	Accolade	●●●◖	15
Test Drive 6	Infogrames	●●●◖	27
Test Drive Le Mans	Infogrames	●●◖	34
Test Drive: Off Road 3	Infogrames	●●	26
Thousand Arms	Atlus	●●●●	26
Thrasher: Skate & Destroy	Rockstar	●●●◖	29

Game	Publisher	Score	Issue
Threads of Fate	Square EA	●●●◖	35
Thunder Force V	Working Designs	●●●	13
Tiger Woods 99 PGA Tour Golf	EA Sports	●●●●	16
Tiger Woods PGA Tour 2001	EA Sports	●●●◖	41
Tigger's Honey Hunt	NewKid Co	●●●●	41
Time Crisis: Project Titan	Namco	●●●	45
Tiny Tank	Sony CEA	●●◖	16
Tiny Toon Adventures: Plucky's Big Adventure	Conspiracy	●◖	50
Tiny Toons: The Great Beanstalk	NewKidCo	●●●●	18
TOCA 2	Activision	●●●●◖	27
Tom & Jerry in House Trap	Eidos	●●◖	41
Tom Clancy's Rainbow Six: Rogue Spear	Red Storm	●●◖	45
Tomb Raider II	Eidos	●●●●◖	4
Tomb Raider III	Eidos	●●●◖	16
Tomb Raider: Chronicles	Eidos	●●◖	41
Tomb Raider: The Last Revelation	Eidos	●●●●	29
Tomba!	Sony CEA	●●●●	11
Tomba! 2: The Evil Swine Return	Sony CEA	●●●●	29
Tomorrow Never Dies	Electronic Arts	●●●◖	28
Tonka Space Station	Hasbro	●●◖	41
Tony Hawk's Pro Skater	Activision	●●●●◖	26
Tony Hawk's Pro Skater 2	Activision	●●●●●	38
Toonstein: Dare to Scare	Vatical	●●◖	29
Torneko: The Last Hope	Enix	●●	40
Toy Story 2	Activision	●●●	28
Toy Story Racer	Activision	●●●	44
Transformers: Beast Wars Transmetals	Bam! Interactive	●	36
Trap Gunner	Atlus	●●◖	13
Treasures of the Deep	Namco	●●●●	1
Trick'N Snowboarder	Capcom	●◖	25
Triple Play 99	EA Sports	●●◖	9
Triple Play 2000	EA Sports	●●●●◖	20
Triple Play 2001	EA Sports	●●●●●	32
Triple Play Baseball	EA Sports	●●◖	44
Turbo Prop Racing	Sony CEA	●●●	11
Twisted Metal III	989 Studios	●●◖	16
Twisted Metal 4	989 Studios	●●●●	28
Tyco RC: Assault With a Battery	Mattel Int.	●●	38
Ultimate 8-Ball	THQ	●●●●	22
Ultimate Fighting Championship	Crave	●●◖	40
Um Jammer Lammy	Sony CEA	●●●◖	24
The Unholy War	Eidos	●●●	14
Uprising X	3DO	●●●	17
Urban Chaos	Eidos	●●	33
Vagrant Story	Square EA	●●●◖	33
Valkyrie Profile	Enix	●●●●	36
Vampire Hunter D	Jaleco	●●	37
Vanark	Jaleco	●●●	32
Vandal Hearts II	Konami	●●●◖	27
Vanguard Bandits	Working Designs	●●◖	33
Vanishing Point	Acclaim	●●●◖	44
Vegas Games 2000	3DO	●●●◖	27
Vigilante 8	Activision	●●●●	10
Vigilante 8: Second Offense	Activision	●●●	29
Virtual Kasparov	Titus	●●	49
VR Baseball 99	Interplay	●●●◖	11
VR Sports Powerboat Racing	Interplay	●	10
Vs.	THQ	●	3
Walt Disney's Jungle Book Rhythm n' Groove	Ubi Soft	●●●	41
Walt Disney World Quest Magical Racing Tour	Eidos	●●◖	33
War Jets	3DO	●●	48
WarGames: DefCon 1	MGM Interactive	●●●●	12
Warpath: Jurassic Park	Electronic Arts	●●	27
Warriors of Might and Magic	3DO	●●●	41
Warzone 2100	Eidos	●●●●	22
WCW Backstage Assault	EA Games	●●	40
WCW Mayhem	Electronic Arts	●●●◖	26
WCW Nitro	THQ	●●◖	5
WCW/nWo Thunder	THQ	●	17
Wheel of Fortune	Hasbro Int.	●●●●	17
Wheel of Fortune 2	Hasbro Int.	●●●●	39
Who Wants to Be a Millionaire	Sony CEA	●●◖	35
Who Wants to Be a Millionaire: 3rd Edition	Sony CEA	●◖	47
Wild 9	Shiny/Interplay	●●●◖	15
Wild Arms 2	Sony CEA	●●●◖	33
The Wild Thornberrys: Animal Adv.	Mattel Int.	●◖	41
WipeOut 3	Psygnosis	●●●●	26
Woody Woodpecker Racing	Konami	●●	40
World Cup 98	EA Sports	●●●	10
World Destruction League: Thunder Tanks	3DO	◖	39
The World Is Not Enough	Electronic Arts	●●●	40
World's Scariest Police Chases	Activision	●●	47
Worms Armageddon	Hasbro Int.	●●●◖	27
Wu-Tang Shaolin Style	Activision	●●●	28
WWF Attitude	Acclaim	●●●●	24
WWF SmackDown!	THQ	●●●●◖	31
WWF SmackDown! 2: Know Your Role	THQ	●●●●●	40
WWF War Zone	Acclaim	●●●●	12
X Games Pro Boarder	ESPN Digital	●●●●	14
X-Files	Fox Interactive	●●●	28
X-Men: Children of the Atom	Acclaim	●●	6
X-Men: Mutant Academy	Activision	●●●	36
X-Men: Mutant Academy 2	Activision	●●●	50
Xena: Warrior Princess	Electronic Arts	●●●◖	26
Xenogears	Square EA	●●●●	14
You Don't Know Jack!	Berkeley Systems	●●●●◖	25
You Don't Know Jack! Mock 2	Sierra On-Line	●●	40



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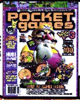

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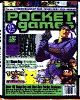

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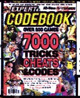

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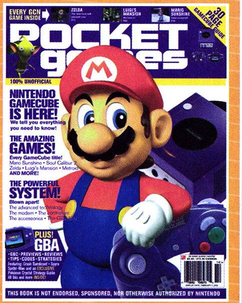
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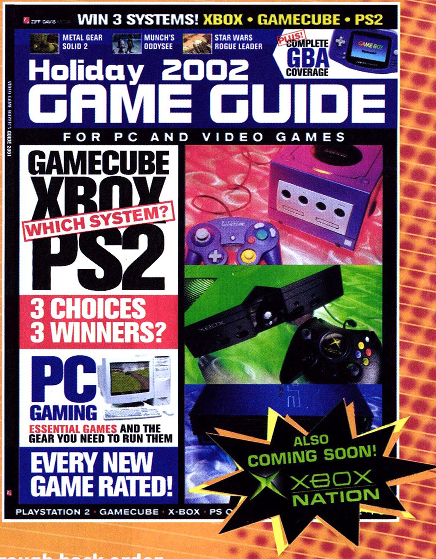
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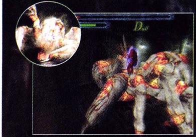
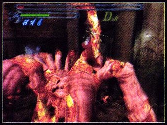
Want your name in OPM? Then you better find the best tricks and send them our way. Tips, cheats and everything in between will do. Also, if you're stuck, send us a question and we'll dig up an answer for you. All you have to do is send us an e-mail at: ***OPM@ziffdavis.com****. And make the subject line of the e-mail read "Top Secrets." If it isn't titled "Top Secrets" we won't find it. Now go search for the best tricks in the land. We're timing you.*

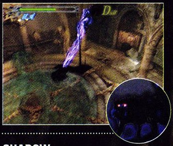
Devil May Cry

If there's one thing Shinji Mikami and his friends at Capcom liked including in Devil May Cry (aside from total coolness), it's boss fights. Lots of 'em—often against the same foe several times. Don't worry, Devil Hunters. We're here to help, with strategies on how to beat each boss. Since much of each fight requires raw skill gained through practice, practice, practice, don't expect to beat each bad boy on your first try, though. They can be tough. Just keep with it, using the strategy provided, and before you know it, you'll be kicking the ass of Mundus himself.

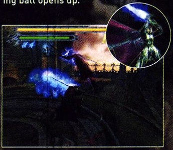




PHANTOM
Missions encountered in: 3, 4, 7, 8, 16 (inside Nightmare)
Weak spots: Back and mouth
How to beat him: Early on, your best bet against Phantom is to hop on his back, slashing away with your Alastor devil power engaged, if possible. Avoid his mouth, as it shoots out flames. Later on, though, you might find it quicker and easier simply to repeatedly go at him with your devil-powered Stinger attack, and he's history in a matter of moments. You can totally avoid him in Mission 4 simply by entering the door immediately to the left and in Mission 7 by outrunning him to a door at the end of the hall.



SHADOW
Missions encountered in: 4, 5
Weak spot: Glowing ball within shadowy shell
How to beat him: As soon as your battle with Shadow begins, you're under attack, so GET OUT OF THE WAY! Then, as a Devil Hunter, blast him with your Air Raid power, avoiding his shadowy airborne spikes all the while. A good hit will reveal his weak glowing ball very soon, which you need to hack away at. When you can't use Air Raid, blast away at the shadowy form with your shotgun, rolling out of the way of his attacks. Again, the glowing ball opens up.



NELO ANGELO
Missions encountered in: 4, 11, 17, 20 (inside Nightmare)
Weak spot: Anywhere his sword doesn't block

TRICKS FROM THE 10 BEST-SELLING PS2 GAMES

❶ MADDEN NFL 2002

Create-A-Player Domination

For this doozy of a cheat, go to the Create-A-Player mode and head over to "Edit Player." From there press Up or Down to choose the player you wish to edit. Press Right to get to the speed category. Press X, then X again. From there, you should have infinite points to create the superstar you've always wished you were.

❷ RESIDENT EVIL-CODE: VERONICA X

Battle Modes and Rocket Launchers, Indeed

Unlocking Battle Mode

All you'll need to do is complete the game on any difficulty setting with any ranking. At that point Battle Mode will automatically be saved to the memory card. You can then select it from the main menu.

Play as Steve Burnside in Battle Mode

To accomplish this, you'll need to get the Gold Lugers from the basement office in Disc 2. You'll need the combination, though. It's: red, green, blue and brown. You can also unlock Steve Burnside by doing well as the original Chris in Battle Mode.

Getting that sweet, sweet Rocket Launcher

This is no easy task. Get an "A" ranking in the normal game by completing it without saving,without using first-aid sprays, and without using any retries. But that's not all! Then save Steve from the Luger, give the Medicine to Rodrigo, and complete the game with a time less than four hours and 30 minutes. The rocket launcher will appear in the first item box in the next new game that you start.

❸ DAVE MIRRA'S PRO BMX 2

Unlocking the PS2's first biking game

Unlock all of those fancy bikes

At the main menu, press Up, Left, Down, Right, Down, Down, Right, Down, Down, Left, Square to unlock all bikes.

Play as Mike Dias

At the main menu, press Up, Left, Down, Right, Right, Left, Up, Down, Up, Right, Square to unlock Mike Dias.

Play as Amish Guy

At the main menu, press Up, Left, Down, Right, Right, Left, Left, Down, Up, Left, Square to unlock Amish Guy.

❹ NCAA FOOTBALL 2002

Showing off, post-paydirt

Want sweet touchdown celebrations once you trample the sweet endzone grass? Then hold one of the following buttons immediately before scoring a touchdown (at the risk of an unsportsman-like conduct penalty):

Point upward: Press L1 or R1.
Shake football: Press L2.
Hold up football: Press R2.

❺ GRAN TURISMO 2: A-SPEC

Can I get a lift?

Getting the front end of your Escudo and GT40 to go airborne

Here's how to make these bad rides lift up. Use the following settings and race your car at the test track. At about 230 mph the front end should rise like the tide. Equip the highest NA or Turbo tune-up. Put spring rate to minimum for front and back. Put ride height to

How to beat him: In the immortal words of Kris Kross: "Jump! Jump!" Do your best to leap behind this master swordsman and attack from there. And remember to dodge not only his huge-ass blade, but also the blue masses of energy from it. Activate your devil power as often as possible, and remember to always keep Alastor equipped, not Ifrit. He'll often block your Air Raid attacks, though they can be effective if you get a good angle on him.

GRIFFON

Missions encountered in: 9, 12, 15, 18 (inside Nightmare)
Weak spot: Wherever you can hit him

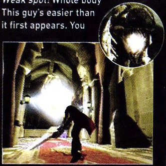
How to beat him: Aside from simply being a huge fowl capable of swooping down on you and nearly killing you with one blow, the Griffon deploys several types of red electricity bolts at will. You'll want to jump any coming at you at ground level—but, at the same time, be careful not to jump into those just above you. Keep on the move as he heads toward you, and fire your grenade launcher when you have a free moment. Add the power of the Devil Hunter for some extra oomph.

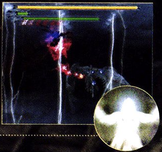
NIGHTMARE

Missions encountered in: 16, 18, 20
Weak spot: Glowing ball
How to beat him: First, make sure to hit the targets on the sides of the wall so as to reveal the Nightmare's weak spot. Then, pounce on it with your Ifrit gauntlet equipped. Use your Devil Hunter power whenever possible, and do your best to avoid attacks. Once the targets have lost their power, you'll need to charge them up again. Also, be careful not to get sucked into the Nightmare, or you'll wind up fighting a boss you've already extinguished once again, including Phantom, Griffon or Nelo Angelo—and then you still have the Nightmare to beat!

T-REX

Mission encountered in: 17
Weak spot: Whole body
This guy's easier than it first appears. You can't get directly to him because of his forcefield, but you can still attack him with the fireballs he throws your way. Simply stand before the forcefield and deflect them back his way with your sword. Three strikes, he's out.





MUNDUS: INCARNATION 1

Mission encountered in: 22
Weak spot: Chest (once shield is down)
At the beginning of Mission 22, Devil May Cry totally changes genres—to an all-out shooter!
All of the different types of energy and fire headed at you may seem daunting at first, but eventually you'll get the hang of things. Just keep on the move and you should avoid most of it. It's important to aim at the four spherical shield generators protecting Mundus so that you can pound away at his chest, activating your Devil Hunter power whenever you can for extra power. Make sure to refrain from using an Untouchable or a Vital Star—you'll need them more in a second!

MUNDUS: INCARNATION 2

Mission encountered in: 22
Weak spot: Chest
There's no break between beating Mundus' first incarnation and this land-based battle. And if there were ever a time to use those Untouchables, Holy Waters and Devil Stars you've saved up, this is it! (You might actually want to intentionally die and continue so that you'll have more power to start with, and you won't lose your power-ups.) You can only do any real damage in Devil Hunter mode, so do your best to aim for Mundus' chest. This might mean jumping atop floating rocks to get to him. Occasionally, he'll call upon the power of a lava dragon for assistance. Do your best to eliminate him (Holy Water works well), and he'll reward you with full health! Otherwise, be sure to avoid Mundus' attacks, usually by running (though we'll admit we can't figure out how to do this with his white missiles). When you need more Devil Hunter power, destroy a floating sphere with your shotgun.

MUNDUS: INCARNATION 3

Mission encountered in: 23
Weak spot: Entire body
Now that Mundus is showing his true form, he's a pushover—nothing your Nightmare-B can't handle. Simply pound away with said gun, refilling your magic with Devil Stars earned with the orbs you collected on your way out of the castle. We'll let you figure out the finishing touch for yourself.

minimum for front and back. Put gear's auto setting to widest, and final to 3.000. Put front down force to minimum and back to maximum. Set ASM and TCS to level 0.

⑥ NBA STREET

Funky Dunks

All the dunks to keep your Gamebreaker Meter on the rise

Hold down these buttons and then hit Circle within dunking range of the hoop. The better your dunker, the farther out you can be.
Around The World: Hold R1 + R2 + L1.
Backbreaker: Hold L2 + R2.
Dinner's Served: Hold L1 + L2 + R1 + R2, then press Circle when heading straight toward an empty lane.
Dominator: Hold L1 + L2.
Dunkalicious: Hold L2 + L1 + R2.
Groundshaker: Hold R1 + R2.
Hammerdown: Hold R1 + L1.
Highrise: Hold R2 + L1.
Put It Home: Hold L1 + L2 + R1 + R2, while close to the hoop and not moving.
Special Delivery: Hold L2 + L1 + R1.
Superfly: Hold L2 + R1 + R2.
Wake-Up Call: Hold L2 + R1.

⑦ ESPN X GAMES SKATEBOARDING

Excellence leads to cheating

Unlocking Hard Mode

Get all 36 licenses in Arcade mode under normal mode, then press Circle at the stage selection screen.

Unlock that hoverboard that all *Back to the Future* fans have been dreaming of

Unlock hard mode, then complete all six licenses on the Ruins stage in hard mode to unlock a hoverboard for all skaters. The hoverboard has all stats maxed out.

Unlock the lunacy of the Cartoon board

Win Gold five times in the Street Competition in X-Games mode to unlock the cartoon board, which makes different cartoon sound effects when you post, ollie or land.

Unlock the spooky Horror board

Win Gold five times in the Vert Competition in X-Games mode to unlock the horror board, which makes different sound effects when you post, ollie or land.

⑧ TWISTED METAL: BLACK

Keeping out of harm's way, by cheating

Infinite health and turbo

Keep in mind that for all of these cheats

GRAN TURISMO™ 3

OPM readers chime in with their own tips and tricks for GT3 glory

Run around Turismo

I have a quick and easy way to beat the Super Speedway 150-mile endurance race. First buy yourself a Mitsubishi 3000GT (non-turbo). Buy everything you can for it to give it 1086 HP. Now go to settings to change the gear ratios:

1st gear: 2.434
2nd: 1.628
3rd: 1.126,
4th: 0.783,
5th: 0.582,
6th: 0.457
Final: 4.500

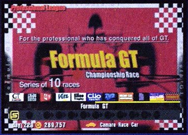
This should give your car a top speed of 255mph and a 0-400M of 9.5. Once you have the car all set, go to the race. Don't worry about hitting walls or tire wear. The only thing you can do is just keep turning while bouncing off the wall. And never pit and never let off the gas! The walls will keep you on the track, and you won't spin out. With luck you will win the F090.

Thomas Dieball
TomD13@aol.com

He likes to watch

If you're going to go for the gold on the licenses by watching the demo, follow the line on the track (blue=gas, red=stop, gray=glide without gas or brakes). Also a good tip for drifting on rally races is to use your E brake (Circle button default) and only counter steer if the car is *not* sideways.

Felix Lopez
papichulo31_98@yahoo.com



Professional League

For the professional who has conquered all of GT.

Formula GT

Championship Race

Series of 10 races

Formula GT

289,757

Camaro Race Car

Rear-view shenanigans

Watch those rear-view mirrors! If you slide off the track, or slow down, try cutting the car off behind you. It should give you a little boost! Thankfully, GT3 doesn't make you suffer for damage. You will usually retain your position and slow down the opposition behind you!

Fate
FatesNewVictim@aol.com

Can you get the ride you want?

When you win a championship or an endurance race you can choose between four cars. Most people think they're chosen randomly. Well, they're not. When the Gran Turismo logo is under the car you want, press X until the car appears in color. You should now have the car you wanted.

LordMasamusha@aol.com

OPM's response: Actually, this is a fallacy. Some joker with a Dual Shock 2 tapped the X button at the right time and rode away in the car he wanted. Not impossible, considering there's a one-in-four chance. But make no mistake, this is completely random. Just be happy that you've been given a car at all!

6th
Lap 1/3
0'04.863
3
100

Normal
B
Home
ESCUDO
Pikes Peak Version
SUZUKI
4WD
Handling
Speed
Acceleration

Which way did he go?

In time trial, in Arcade mode, the computer registers your time no matter which way you drive around the track. On some tracks you can register a higher time driving one way as opposed to the other. So if you find that you can drive faster one way, spin the car around and head in the other direction.

Max
mopheadismad@hotmail.com

the controls must, must, must be set to "Classic." Otherwise, the code won't work.

Invincibility on!

While playing a game, hold L1 + L2 + R1 + R2 and quickly press Right, Left, Down, Up. If you entered the code correctly, the words "Invulnerability On" will appear. Enter the code again to disable it.

Scoring infinite weapons

While playing, hold L1 + R1 + L2 + R2 and quickly press Up, X, Left, Circle. If you entered the code correctly, a message will appear. Enter the code again to disable it.

Breezing through with one-hit kills

While playing, hold L1 + R1 + L2 + R2 and quickly press X, X, Up. If you entered the code correctly, a message will appear. Enter the code again to disable it. But why, really, would you dare disable that?

Mega machine guns means gore galore

While gaming, hold L1 + R1 + L2 + R2 and quickly press X, X, Triangle. If you entered the code correctly, a message will appear. Enter the code again to disable it.

A super-special freeze attack

While playing, hold L1 + R1 + L2 + R2 and quickly press Right, Left, Up.

Exchanging guns for life

Within a game, hold L1 + L2 + R1 + R2 and quickly press Triangle, X, Square, Circle. If you entered the code correctly, the words "Weapons For Health" will appear on the screen.

⑨ ARMORED CORE 2: ANOTHER AGE

Tricks to the pseudo-sequel

To be continued . . . now

Load the saved data from Armored Core 2 in the one-player scenario to start out with all previously obtained weapons and money.

Unwind the Limiter Release

To activate the Limiter Release, press L1 + L2 + R1 + R2, then press R3 (Overboost). This will put you into Limiter Release mode for around 40 seconds. The only down side is that you get an OB Depletion indicator after the 40 seconds are up, leaving you totally powerless for 50 seconds. Which, in dog years, is a very long time.

Discovering the bonus missions

Successfully complete the game, save your data, then load the saved data. You can now

OPM answers your GT3 Questions

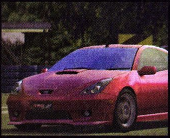
Don't touch that dial!

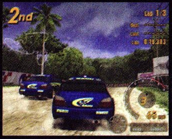
Recently I've had a problem with GT3. I had just finished the Gran Turismo World Championship in Amateur League. While saving my game, I started to get up to turn my PS2 off. While grabbing on to my TV stand to pull myself up, I accidentally hit the power button on my PS2, resetting it. Now we all know how easy it is to push those buttons on the PS2. I started my game up again to make sure everything was OK. It wasn't. While auto-loading, it stopped about halfway through and said the file was corrupt. I tried everything but nothing worked. I had 50 percent game completion and dozens of cars, including three F1 cars! After accepting the fact that all was lost, I started over again. I was wondering if there is anything you can do if this happens. Thanks ahead of time.

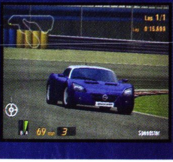
Tim

bahamut2280@aol.com

OPM's answer: Tim, sorry to hear of your shortcomings, but that won't stop us from making fun of you. What's this "grabbing on my TV stand to pull myself up" business? We suggest bars on the sides of your chair, a la hospital bathrooms, if you can't stand in a normal fashion. And have you ever noticed the cord length for a PS2 controller? The PS2 can actually sit about six feet away from you. Might want to try that. The buttons are a lot more difficult to "accidentally" push then. As for your save info: gone for good. That's why you don't mess with the system when it's saving. We suggest you take a Pavlovian route from now on, in the way of classical conditioning. Maybe set up a few mousetraps near your PS2 reset button and you'll learn to not get too close at the wrong moment.







"S" stands for "the best"

What is the point of the S license? So far I have found no reason for trying to get this license.

laz_eass@worldnet.att.net

OPM's answer: Once you get the S license, a few tracks will open; it'll tell you which ones on the track selection screen. But, if you manage to get all golds on the license test, then you'll be rewarded with the Dodge Viper GTS-R Concept Car. A fine ride, we'd say.

Wheel queries

I know there are two types of the steering wheel: a red one, a general purpose wheel for most PS2 racing games and PC, then there is the blue version that is specified for GT3. What I am wondering is will future PS2 titles be compatible with the red or blue version of the wheel, or are there any games presently compatible with the blue version wheel? Also, which wheel do you recommend overall, the red or blue?

Thomas Dieball, TomD13@aol.com

OPM's answer: Thomas, glom onto that pretty blue wheel if you want, but realize that it's PS2-only. The red wheel will work on either PC or PS2. Just so you know, it works with F1 2001 and Twisted Metal: Black, as well. Also, it's worth the pricey $100 if you ask us.

access three new high-paying missions where you face Stinger in his AC (from Armored Core: Project Phantasma), Phantasma (who Stinger had merged with), and Final Nine-Ball (from Armored Core: Master Of Arena). All three new missions are very tough. However, you can go overweight for all these missions. After defeating all three, you will get some very fast hover legs, and an "Inside" orbit cannon.

⑩ EXTERMINATION

Dogtagging your day away

Here are all the dog tags in the order you'll find them:

❺ **Corporal Ross Dixon.** Once the dust clears from the train wreck in the train area, go through the hole the train made. On the platform to the right, between two metal boxes: the dog tag.

❹ **Corporal Arthur McDonnel.** In the Command Center (where you use the 51204791 code in the computer) reach the side where the computer is located. If in the box, the dog tag is to the left of the computer, outside. Go to the outside corner of the box, where you can look over the electric stream. The dog tag is next to the box. You should see it shining.

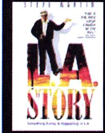
❶ **Private First Class Hans Grant.** After defeating the Boss from the freight elevator, the dog tag is left behind, on the treadmill.

⓬ **Lieutenant Mat Shuggart.** After grabbing the parka, go up the ladder next to where you came out. Up there you should see the dog tag before the bridge across from the corpse

DVD EGGS

Se7en DVD

If you have the special edition *Se7en* DVD, we found a way to get to the production credits. Here's how it works: First, insert disc two and press Down to highlight the bottom option on the main menu. Then press Right to highlight the square underneath the "Se7en" logo. Press Enter to view the disc's production credits. You can even get more info by highlighting the company logos during the credits.



L.A. Story DVD

Steve Martin is one of the most splendid folks in show business, and that alone should make you check out *L.A. Story.* If you do, and it's on DVD, try out these eggs for some extras.

1. On the menu page, press Left to see an interview with director Mick Jackson.
2. On the special features menu, press Left to see an interview with Steve Martin.
3. On the cast and crew menu, page #1, press Up to see another Steve Martin interview.
4. On the cast and crew menu, page #2, press Up to see an interview with Victoria Tennant.
5. On the last page of the filmography feature, press Up to see, yet again, another Steve Martin interview.

Killer Klowns from Outer Space DVD

We heard a rumor somewhere that this was a cult classic. Not a personal *OPM* favorite, but to each cult their own. If you want to see some hidden clips, and we're sure you do, put in the disc and wait. Wait and wait until the "Easter Eggs" menu appears. At the main menu, select the "Special Features" option. Highlight "Play Movie" then press Up to highlight a popcorn kernel. Hit Enter and you'll see a pre-production scene.

Also, if you follow the same steps above, but press Up, Up, then Enter, you'll see an alternate scene from the flick.

Me, Myself & Irene DVD

Jim Carrey is as funny as he is irritating (maybe more the latter), but that doesn't mean you won't be able to enjoy this egg. At the main menu let the scenes play through a few times and a pop-up selection will appear. You're going to be asked if you need medication. If you choose no, then you'll be lead to the alternate "Hank Menus." A new cursor and screen will appear. If you choose to down the medication, the cursor and menus will stay the same as Charlie Menus.

Another way to delve deeper into this DVD is to go to the main menu and select Bonus features. Select Deleted Scenes. After that, place your cursor on "resume film." From there, press the Down button on your remote. At that point, a picture of Jim Carrey will appear. Hit Select and you'll get to watch a few outtakes.

⑪ **Second Lieutenant Chris Ditter.** After entering the Filtration Plant through the tool shed (you came in by a ladder), make your way to the left. There should be a slope with a little bit of ledge. Climb across that ledge and get to the platform. Get up on the higher platform. Underneath you'll find the dog tag.

⑨ **Officer Cadet Ed Collate.** After getting the dog-tag receiver unit, duck under the platform next to the staircase. Slice the trip wire, then collect the goodies: A SPR4 magazine, shotgun shells, a flame-thrower tank and dog tag number nine.

⑥ **Sergeant Robert Cameron.** Near the wrecked train, where you meet the watchdogs, use the dog-tag receiver unit to find it.

⑦ **Sergeant David Murren.** Once coming through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should see it to the right of the steel crates.

⑬ **Captain Kurt Gianini.** Up the stairs, in the same room, there should be a vent in the area where you look down on the booth area. Once in, take the first right and go straight until you reach the end. Turn right. It'll be at the end.

③ **Private First Class Tom Taylor.** In the room with the metal tag, same area as the other two above. You should find it by the metal tag.

⑩ **Officer Cadet Lance McLaughlin.** After confronting Cindy, you should find this tag in the corner near her.

② **Corporal Filel Sidalis.** On the ledge outside, near Filel, you'll find it. Use the receiver unit and it's yours.

⑭ **Sergeant Roger Grigman.** After defeating Roger, the dog tag should be just before the bridge. Remember to take his knife.

⑮ **Major Mike Madigan.** After defeating Roger, go to where the wounded Madigan is located. Once the FMV sequence is over, his dog tags will be next to the elevator-like thing where he descended into the facility.

⑧ **First Sergeant Ken Reschner.** In the area with the ice camo car, the dog tag is in the corner of a little outcropping.

Expert Mode

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow "Rear Of Compound" save file (00:00:00 time). The game will begin with extra ammunition and extra health items. Enemies will be tougher.

Secret Mode

Beat the game, find all 15 dog tags and Roger's knife. After the credits, and the funny candy girl song, save the game. When you do, the save file will be yellow and have a star next to it. Enemies take double the hits to kill in this mode.

EA SPORTS MADDEN NFL 2002

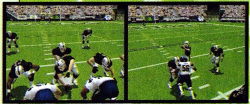
After a couple hard counts from hitting Circle, the protection is way, way better.

Cadence Counts

When you get to the line of scrimmage, you want to snap the ball, right? Might as well get on with it; it's a video game, right? Well, not in the case of Madden. Basically, if you keep snapping the ball at the same time you're going to get creamed. The defense is going to pick up on your snap count and bum-rush you every single time. Basically, patiently call out a few "hutt-hutts" by tapping Circle, then snap the ball at different times, using the play clock as a marker. It'll save you frustration, and it'll save your quarterback from getting severe headaches.

Pointing Fingers

When you're on offense, rushing up to the line of scrimmage and snapping the ball is the easiest way to go four-and-out. Patience is the key. And there's a trick to get great blocking, too. After calling your play (the sooner, the better), you'll go to the line of scrimmage. If you wait, and there's enough time on the play clock, your center will start pointing to defensive players. He's basically calling out blocking assignments. If you snap the ball after that you'll get insanely better pass protection and much better run blocking. It's a simple, subtle thing, but it makes such a huge difference that the results will be staggering.

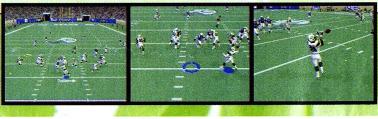


If they point, you'll get better blocking from your mates. And that means more time, more completions and more touchdowns for you.

Backfield Bombs

Running backs are good for more than just busting into the line of scrimmage and clawing for three or four yards a carry. So, listen and listen good.

You *must* pass to your backs out of the backfield. Even if they're not that good at receiving. Even if you think the screen pass sucks. Even if you know it's only good for five yards. You have to try once or twice a game, and you might be surprised by the results. If you refuse to throw to your running backs, fine. But the opposing linebackers will catch on and start to blitz, and blitz hard. As soon as the linebackers don't have to worry about giving up a big play through the air, they can hurt you.



With your RBs, timing is everything. Let them clear the line of scrimmage, then lead them into the secondary. Don't throw too hard, though. Otherwise, they'll goof it up.

TRICKS FROM THE 10 BEST-SELLING PS ONE GAMES

❶ MADDEN NFL 2002

Backbreaking punt returns

If you're in need of some big yards on a punt return, there are a couple of different strategies. One of our favorites is the Punt Block defense. It makes you susceptible to a fake punt, but otherwise, if they're kicking it, you'll get a free 15 yards without incident. The key is to take the guy on the far right or far left of your blocking line and as soon as the ball is snapped, hold down Circle and run into the first blocker. Then, once your receiver catches the ball, run in that direction. With some sweet jukes, you could score a big seven. Then again, you might get hammered and fumble since you'll have no blockers. It's a risky thing to do, but we're not afraid of anything, so you shouldn't be either.

❷ DRIVER 2

The Windy City's Discount Car

Head north and go to the Wrigleyville area and find Wrigley Field. Go to the northwest end of the ballpark. Park your car, get out. Walk over to where it says "Tickets" and press Triangle. A secret area located in the southeast corner of the ballpark will open. Return to your car, drive around to the southeast corner, and drive through the now opened gate and into the ballpark. Drive over to the ramp, get out of your car, walk up the ramp, turn right, and follow the walkway to the secret car.

A free ride in Vegas

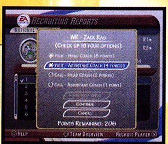
Take the first right turn and follow it

EA SPORTS NCAA FOOTBALL 2002

Last month we gave you tips on taking down the competition on the field. This month, we train you to get the best set of ballers in Franchise Mode.

Recruiting Central

Don't forget to fill out your roster. That means picking up three-star players.


RECRUITING REPORTS
NATIONAL
WR - ZACK RAS
(CHECK UP TO FOUR OPTIONS)
VISIT - HEAD COACH (8 POINTS)
VISIT - ASSISTANT COACH (4 POINTS)
CALL - HEAD COACH (2 POINTS)
CALL - ASSISTANT COACH (1 POINT)
CONTINUE
CANCEL
POINTS REMAINING: 208
HELP
TEAM OVERVIEW
RECRUIT PLAYER

When you're settling in to recruit for the upcoming season, there are quite a few steps to take to really build your roster and make your team a powerhouse for years to come. Here are some key considerations.

1. Figure out what positions you're weakest at. Consider redshirts and who's going to be graduating.
2. Go after any blue-chip players who are interested in your school, and go after them hard. Don't let those guys slip away.
3. Unless you're extremely deep at running back and quarterback, try to sign the best one you can.
4. Use your points flagrantly. If you're going after a player, fill up each of the four circles. Just sending your head coach isn't going to get it done.
5. After the first week or two (it lasts five weeks), you're going to have more draft points for coach visits than you have scholarships. So use them without caution.
6. If a top guy at a position isn't signing, go after a four-star or even a three-star guy for depth. Otherwise, you might end up with nobody worthwhile at a key position.

Putting the Kibosh on the Loyalists

Don't believe college sports is a business? Wait until you have a fresh blue-chip draft class and you need to cut your roster down. If you have a freshman with an 82 overall and a senior checking in at 81, who would you cut? Definitely get rid of the seniors. It's horrible advice to give, but if you want to build a champion, feelings will have to get hurt.

Bowl of Goodies

Getting into a major Bowl, even a teenie-weenie Bowl, is great for your team's credibility. If you can break through and earn a Bowl bid, you'll be flying high for next season. Another thing: The more prestige your team has, the easier it'll be able to sneak in with a record barely over .500.

That's a Lovely Red Shirt

One way to avoid being such a creep to graduating seniors is to redshirt the young studs. Especially if their overalls are pretty even. Redshirting is basically holding a player for a year, without taking a year away from his eligibility. That way you can have a player for an extra year, which means he'll be extra good. But if injuries pile up, you can take off the red shirt tag and he can help out. But then you lose that year of eligibility, too.

Things to Keep In the Back of Your Mind

1. Go after the No. 1 player in the entire draft. I don't care who he's interested in, give it a shot. You never know when he'll decide your school is the best.
2. Get a good kicker. Kicking can win you games. Not kicking sucks.
3. If you're gunning for a tight end, look at the height and size of the guy you take a liking to. You won't know stats or abilities, but a blue chip 6'6", 286 lb. tight end is going to be better at blocking than a 6'2", 242 lb. guy.
4. If a player is up in the air between your team and one of your rivals, make sure you go after him with reckless abandon. That's one more player who can run down their throats at a later date.
5. Look at where a player is from. If you're recruiting for Texas and a guy is from Maine, it's going to make him tougher to snag, even if he is showing high interest.

RECRUITING REPORTS
PLAYER
POS
CALIBER
TOP 3 SCHOOLS
HELP
TEAM OVERVIEW
RECRUIT PLAYER

Take a chance on the top guy in the nation when you're recruiting. You never know. You might sway him.

OPM's Top 25

Winning a national championship takes a lot of grit, a lot of work and a lot of luck. But after the season's over, you'll also want to have the best team on the field for the *next* season. We offer the *OPM* Top 25: a list of teams with budding superstars and enough prestige to lure the best in high school football to your campus.

Clemson
Georgia Tech
Florida
Florida State
Fresno State
Kansas State
Miami
Michigan
Michigan State
Nebraska
Northwestern
Notre Dame
Ohio State
Oklahoma
Oregon
Oregon State
Penn State
Purdue
Stanford
Tennessee
Texas
UCLA
Virginia Tech
Washington
Wisconsin

---

down. Turn left to go to the Tropicana area. Turn right at the second street, then take the first left turn. Follow the "S" curve and stop at the crosswalk. Look left to see a gate and a building. Follow that building with the four cones in front of it. At the end of the building is an opened gate. Turn in there and you will see the switch next to the fence at the end of the building. Get out of your car and walk over to the switch. Press Triangle to open the gate you first saw. Get back in your car and drive around into the now open area. The secret car will be behind the building in front of you.

③ TONY HAWK'S PRO SKATER 2

Skate, flip or fly?

Flippin' the level

Pause the game, then hold L1 and press Up, Down, Left, Right, Triangle, X, Square, Circle, Up, Down, Left, Right, Triangle, X, Square, Circle. If you entered the code correctly, the pause screen will shake. This mode reverses the game's level in a mirror image. Alternately, successfully complete the game by completing all level objectives in career mode 15 times.

Going airborne

Pause the game, then hold L1 and press Up, Up, Up, Up, X, Square, Up, Up, Up, Up, X, Square, Up, Up, Up, Up. If you entered the code correctly, the pause screen will shake. Begin a game and press one of the following buttons to fly:

Float up: Hold X.
Fly forward: Hold Triangle while in-air.
Drift left: Press L1.
Drift right: Press R1.
Turn left: Press L2.
Turn right: Press R2.

All gaps and Private Carrera

Pause the game, then hold L1 and press Down, Up, Left, Left, Circle, Left, Up, Triangle, Triangle, Up, Right, Square, Square, Up, X. If you entered the code correctly, the pause screen will shake.

Special meter always maxed

Pause the game, then hold L1 and press X, Triangle, Circle, Circle, Up, Left, Triangle, Square to always have a full special meter. If you entered the code correctly, the pause screen will shake. Alternately, successfully complete the game by completing all level objectives in career mode five times.

④ GRAN TURISMO 2

Cool cars plus

ICO™

That damned sewer. If there's one puzzle in Ico that's stumped more people than any other, it has to be that cursed sewer level. Before you tear your hair out or end up whimpering in a corner, take a deep breath and remember we're here to help. However, before you leap into the step-by-step walk-through below, let us pose you this question by way of a more general hint: How many ways are there into or out of that sewer? Think about it for a second before you go on; take a look around and see if that doesn't help. Still here? Then proceed to the walk-through. And remember, there's no shame in asking for help.

Into the Sewer

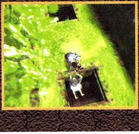
This segment begins as you exit the Windmill area. You stand in a room with a closed metal gate and a chain dangling down in the center of the room. There's no way to open the gate from where you are, so send Ico up the chain. Shortly you'll be swarmed by Shadow Beasts, so shimmy back down and defend Yorda. Once that's done, climb back up, turn to the right, and head down the stairs.

In the middle of this courtyard you'll see a series of metal sewer grates. Take a close look and you'll see that one of them has been removed. Drop down inside.

There's still no obvious means of opening the gate, so head down the hallway. Ico will soon end up waist-deep in water, in an area with a platform on either side.

Climb up onto the platform on the right side of the screen and you'll see that the center of the platform is actually a button switch. Stand on it for a moment and it will lower, opening the grate. Call to Yorda and she'll come through the gate.

Out of the Sewer



As soon as Yorda is nearby, take her hand and lead her up onto the other platform, on the left. As soon as this button is depressed, the gate and the near end of the sewer will raise. Leave Yorda holding down the button so that Ico can exit.

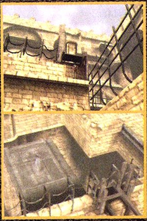
If you've come this far and gotten stuck, you're not alone. For one thing, there's that valve on the pipe there. Surely, you think, that must do something! Nope, it doesn't. It's just scenery.

Shimmy up the pipe there, turn around and take a running leap across the pit. You'll make it—barely. Now, here's the part that everyone seems to miss: Head back to the grate you dropped through, get right up close to the edge, and hit R1. Yorda will come running down the hall and leap into your arms.

Up, Down, Repeat

Now that Yorda is out, you can head back up the stairs and open the door there. Inside you'll find a lift to take you up to the roof. Once you emerge you'll find an open area with a higher level on the left—*just* out of reach. Looks like you're taking the long way around.

In the lower-right corner of the area you'll see that some of the fence has been torn away. Drop down and shimmy to the left, climbing up or dropping down a level wherever necessary. You'll eventually come to a corner of the structure, where you can drop down to a platform. Head around the corner, up the other platforms, and climb back up the side of the wall there. You're heading for that wooden step at the top right of the wall.



Once you've climbed up, you'll find a handy box. Push it down to the lower level. Jump down after it, and pull it to the far side of the area, where a switch sits just out of your reach. Pull the box below the switch, climb up, and hit the switch, which will lower a long chain in the background.

You'll need to fight some more beasts here. They're nothing you can't handle, though. Once you've disposed of them, push the box back to where you originally dropped it, climb up to the upper level, and offer Yorda your hand to pull her up. Might as well use the Save Couch in the upper-right corner.

Now, climb up onto the *second* ledge in the back of the area and shimmy over to the left. Here's another place where people have gotten stuck: Don't worry about that column in the middle; it's crumbled, and you can get around it. Once you cross the pit, drop down and head to the chain you lowered earlier.

Climb down the chain as low as you can go. Now, hold Circle and begin to swing toward the window. As soon as you get some momentum going, hit Triangle at the apex of your swing to leap through the window. Inside you'll face a few more Shadow Beasts.

You'll notice two windows with boxes in them. Climb up to either one and push the box out, following it through the window. You'll end up back in the sewer courtyard. Push the box toward the top of the screen, then over to the left. Climb up on top and you'll be able to access the ledge that runs around the first room in this area.

Head around the room and you'll find a chain. Climb up, head up the stairs and through the door, and you'll be above the lift room. To the left of the screen will be a ladder. Climb all the way up. You're now high above the ledges that run alongside the pit with the metal platform, where you left Yorda.

Head to the left and you'll come to a break in the ledge with a chain hanging down. Jump onto the chain, swing and jump off onto the other side. You'll find a lever there. Before you pull it, call to Yorda to make sure she walks out onto the metal platform. Once she's there, pull the lever and it will transport her over to your side.

As soon as it does, however, a new horde of Shadow Beasts will appear. Slide down the chain and save Yorda. But instead of taking them on one by one, just drag Yorda over to the sealed door. Whatever power she has that opens the door will also destroy all the Shadow Beasts in the area.

There, now wasn't that simple?

Earning the kiddie medal
The small green and yellow object on the status screen under licenses is a license award given if you miss the bronze medal by .3 to .5 seconds. The game is selective when awarding the medal. It may take several attempts to earn one.

Finding the Motor Sports Land track
Obtain all of the licenses, including the Super License and the Motor Sports Land track will become available in Time Trial mode on the arcade disc.

Opening the doors to the FedEx car
Enter the Gran Turismo League race events until reaching the Pacific League races. Then, enter the Midfield Raceway event to be awarded with an R*Nissan 300ZX GTS FedEx race car.

⑤ SPYRO: YEAR OF THE DRAGON

Frivolous big head mode
Pause the game and press Up, R1, Up, R1, Up, R1, Circle, Circle, Circle, Circle. If you entered the code correctly, you will hear a sound. Repeat the code to disable its effects.

Do the flatten up
Pause the game and press Left, Right, Left, Right, L1, R1, L1, R1, Square, Circle. If you entered the code correctly, you will hear a sound. Repeat the code to disable it.

⑥ FINAL FANTASY TACTICS

Duplication nation

Duplicate weapons
Set the Ninja "Two Swords" skill on anyone. Equip a shield in his/her right hand, and the item you want duplicated in his/her left. Now go to a shop that sells the items you want duplicated, choose "BEST FIT" and buy them. Next, go to the formation screen and remove the items. You should now have two of the item you had in the left hand. For example, to duplicate Excalibur, go to Lionel castle's shop. You'll get a second Excalibur for only 10 gold.

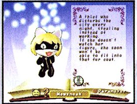
Cloning swords
The sword to be cloned must be weaker than any other sword that can be purchased. First, change your character to a Knight and equip two swords on him or her. Then, equip the sword to be cloned in your character's lower hand and a shield in the upper hand. Go to a shop, select best fit, and purchase it. Your character should now

Monster Rancher 3

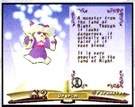
Digging through your CD collection (a.k.a. Saucer Stones) in search of rare creatures has always been one of the unique joys of the Monster Rancher series. While in the past you were limited to CDs (albeit music, PS games and computer discs), Monster Rancher 3 now lets you tap your DVD collection as well, opening up a whole new universe of possibility. And that's not all—for you multisystem gamers out there, sift through your Dreamcast GD-ROMs for some nifty finds (for starters, try Samba de Amigo for a real wacky monster).

We took a quick tour through our collections and, along with a little help from our friends at Tecmo, we've unearthed a few notable secrets. But what we've got here is just a sampling of what's out there—we're told there are plenty more special discs with elusive, unique monsters. So check these out, then try some of your own discs. As always, we want to know what you've discovered, so send us an e-mail with any rare finds to opm@ziffdavis.com (mark the subject line "MR3 DISCS").

A few quick words of advice when spawning monsters. First, look for games, music or movies that have an obvious creature connection (see below for some examples). Second, try out any and all Tecmo games. Third, noodle around with some big hit movies and albums. Fourth, try everything! Finally, a word of caution: If you spawn a monster that you already have in your Encyclopedia, be sure to check that the new creature has better stats than your current monster before you save it—otherwise, you'll be stuck with a weaker version in your collection.

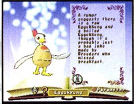

A thief who disturbs the city every night, stealing instead of working. If she doesn't watch her figure, she soon won't be able to fit into that fur coat.

Charlie's Angels (DVD)
Mewsneak

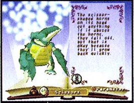

A monster from the land of Night. Though it looks dangerous, it actually will faint if it sees blood.

It is very popular in the land of Night.

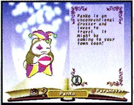
Batman (DVD)
Drarin


A rumor suggests there is a raw Eggukkung and a boiled Eggukkung, though it's probably just a bad joke made by Breeders who missed breakfast.

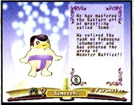
Chicken Run (DVD)
Eggukkung


The scissor-shaped horns on its head cut anything. If it abuses the horns, they fall off, but that is okay because they'll grow back quickly.

Edward Scissorhands (DVD)
Scissors

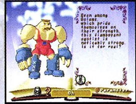

Panko is an unconventional dresser and loves to travel. It might be coming to your town soon!

Gauntlet: Dark Legacy (PS2)
Panko

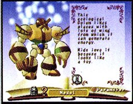

He has mastered the Eastern art of wrestling called 'Sumo.'

He retired the rank of Yokozuna (champion) and has entered the arena of Monster Battles!!

Street Fighter EX3 (PS2)
Sumocchi


Even among Golems, which pride themselves on their strength, this flamboyant egotist is noticeably strong. Is it for real?

WWF SmackDown! 2 (PS one)
Oh


This ecological Golem likes places with lots of wind from which it can generate energy.

Kids love it because it looks like a toy.

MR Hop-A-Bout (PS one)
Nedel (Pandora's Disc)

TRY THESE TASTY SAUCER STONES TOO!

DVDS

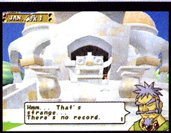
Armageddon
American Beauty
Babe: Pig in the City
Best in Show
Crouching Tiger, Hidden Dragon
Desperado
Men in Black
Mrs. Doubtfire

GAMES

Alien Resurrection (PS one)
Dance Dance Revolution (PS one)
Gallop Racer 2001 (PS2)
Samba de Amigo (Dreamcast)
Tenchu 2 (PS one)
Tomb Raider: Last Revelation (PS one)
Unison (PS2)

MUSIC

Chocolate Starfish and the Hot Dog Flavored Water (Limp Bizkit)
Human Clay (Creed)
J. Lo (Jennifer Lopez)
The Marshall Mathers LP (Eminem)
Kid A (Radiohead)


Hmm... That's strange... There's no record.

Special Discs

Those who preordered Monster Rancher 3 already know what a Pandora's Disc is, since one was included with each copy of the game. But for those who didn't preorder, here's the deal: A Pandora's Disc lets you spawn different rare monsters depending on what rank you've reached. If you find one (like Monster Rancher Hop-A-Bout), be sure to try it several times during your game, as you're bound to unleash a handful of unique creatures depending on your level. Also, some discs—like *Crouching Tiger, Hidden Dragon* and Gallop Racer—require you to reach a certain rank before you can safely use that disc. Finally, certain discs (like Alien Resurrection) will give you a cryptic message about not having any records of that monster. Spend enough time with the game, though, and you might get something special.

---

have two of the desired sword.

⑦ SYPHON FILTER 2

Multiplayer tips

Bunker multiplayer stage

Find the PK-102 in the Moscow Streets level. There is a point where two cars will try to run you over at the same time, and you have to leap and grab a pole above you to avoid them. After this happens, drop down, and go back and search the two newly crashed cars. Face the tail ends of the cars. The car on the right has the PK-102 inside. The cars are on fire, so search carefully. Additionally, after the cars crash, an enemy will get out of each car. At least one of them has an M-79 grenade launcher.

Caves multiplayer stage

Find the binoculars in the Colorado Interstate 70 level. They are located behind the first closed door on your left that you reach. Press Triangle to open the door. This reveals a passage. Go left, open another door, and enter the room. The box containing the binoculars is in this room.

Disco Underground multiplayer stage

In the Disco 32 level, after killing the bodyguard on the catwalk, three more guards will run in the door. Kill all three before they can throw a grenade at you. None of them have flak jackets. When you kick open the doors to the next dance floor with big speakers in the corners, you will need to kill these three guards before the guard above you can throw a grenade. Save your BIZ-2 ammo for him, run to the right, and hide behind the speaker. Kill the two guards on the floor. As the guard above you runs around so he can throw a grenade, use the BIZ-2 for a head shot. He has a flak jacket.

⑩ GRAND THEFT AUTO II

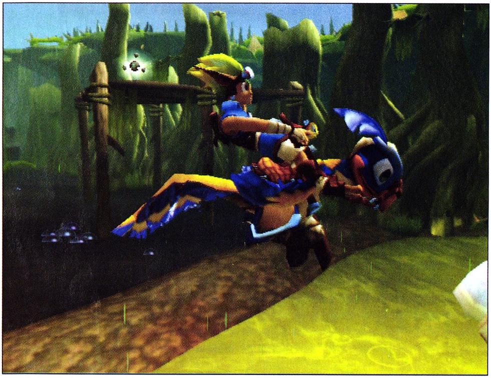
Cheating to win

Level select
Enter "ITSALLUP" as a player name.
Invincibility
Enter "LIVELONG" as a player name.
All weapons
Enter "NAVARONE" as a player name.
Turbo mode
Enter "IGNITION" as a player name.
No police
Enter "LOSEFEDS" as a player name.
Display coordinates
Enter "WUGGLES" as a player name.
Maximum wanted level
Enter "DESIRES" as a player name.

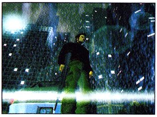
January 2002

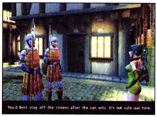
On sale Dec. 11

OFFICIAL U.S. PlayStation MAGAZINE



Naughty Dog may not be making games that star a certain orange marsupial anymore, but trust us—one look at **Jak and Daxter: The Precursor Legacy**, and you'll most likely be saying, "Crash Bandi-who?" Next month, we'll dig up every possible detail about this groundbreaking platformer. We'll bring you definitive reviews of two of the hottest PS2 titles: Grand Theft Auto III and Baldur's Gate: Dark Alliance. Will GTA3 fit snugly into the realm of gangster lore? And will Dark Alliance prove that the Baldur's Gate franchise can cut it on a console? Also, we'll deliver the newest tricks and strategies for Tony Hawk's Pro Skater 3, Gran Turismo 3 and Madden 2002, along with a few surprises.




You'd best stay off the streets after the sun sets. It's not safe out here.

Plus! SSX Tricky, Driven, No One Lives Forever, Mega Man X6, Supercar Street Challenge, NBA 2K2, Hoshigami, WWF SmackDown! Just Bring It, Max Payne, Frequency and much, much more!

Editorial content subject to change

December 2001

On sale now

ELECTRONIC GAMING MONTHLY™

Xbox vs. NGC

Wondering which new system to throw your money at? Look no further than *EGM*'s monstrous 34-page guide that details the ins and outs of Microsoft's Xbox and Nintendo's GameCube. Also, check out the first review of Star Wars: Rogue Leader, all you'll need to know about Harry Potter, and enter to win a PS2, Xbox and GameCube. Don't miss it!

December 2001

On sale now

GAMENOW

Hawk Attack!

GameNOW wowed you with their stellar debut issue, and now they're going to raise the stakes. Their second issue shows off exclusive Tony Hawk's Pro Skater 3 maps for their blowout strategy! Also, you'll get to read up on NBA 2K2, Luigi's Mansion, Devil May Cry, Spyro the Dragon: Season of Ice and Syphon Filter 3. Plus: RPG-style goodness with huge reviews and strategies for Okage and Dragon Warrior VII.

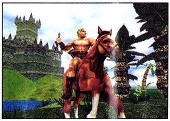
December 2001

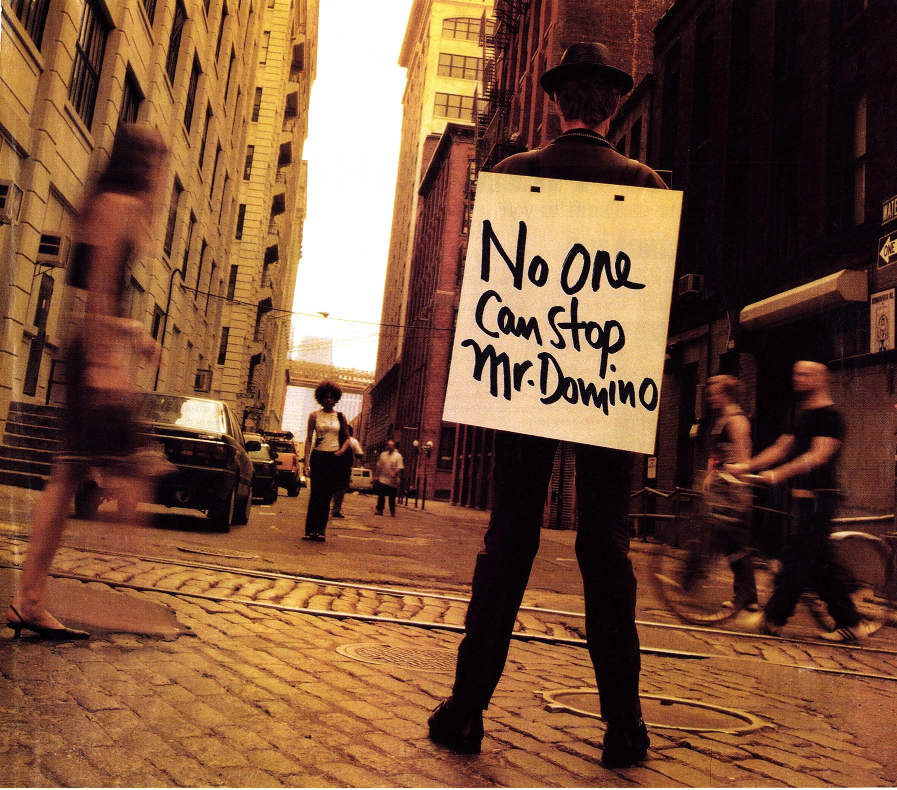
On sale now

COMPUTER GAMING WORLD

Hide in the Shadows of Luclin

Sony Online nearly took over the world with EverQuest. Now they're back with Shadows of Luclin, the biggest and best EQ expansion yet, as well as Planetside, a massive multiplayer FPS—and *CGW* has the scoop on both. Also, check out the exclusive six-page comic-book feature with comics legend Scott McCloud, creator of the classic *Understanding Comics*.





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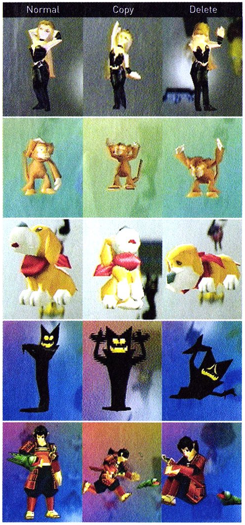
HOLIDAY TRIMMINGS

Funny stuff that's our early gift to you

ICONS HAVE FEELINGS TOO

Ever check out the save icons on your PS2 memory card? In most cases they're nothing special—just a single, possibly animated image. But a few go beyond that, reacting to instances when you choose to copy or delete them. We've corralled a few that you might want to check out for yourself. Know of any others? Let us know at opm@ziffdavis.com with the subject of SAVE ICONS, and we might feature them in a later issue.



Devil May Cry

Normal: That Trish is one sexy momma! Shake that booty, honey!

Copy: Apparently an Atlanta Braves fan, Trish puts her whole body into a forceful Tomahawk Chop motion.

Delete: There you go, hurting her feelings again. You're a real jerk.

Escape From Monkey Island

N: Always scratching his head, you have to wonder just what complexity this monkey is trying to solve.

C: With great enthusiasm, the monkey shakes his tail while moving his arms back and forth in a feverish manner.

D: Feeling dejected, our primate friend crouches over and continually bashes himself on the head.

Harvest Moon: Back to Nature

N: Your loyal pooch just kind of hangs out, being all cute.

C: Your best friend sits up in excitement, happy that you want another of him.

D: You obviously care nothing for your loyal companion, you hateful bastard.

Okage: Shadow King

N: Standing erect, Stan convulses repeatedly, with his arms around nothing. He obviously needs a girlfriend.

C: Joyously, Stan moves his arms up and down as though the flattest cheerleader at Devil University.

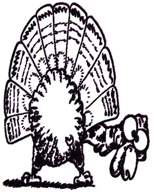
D: Your demonic pal is completely at your mercy, apparently doing his best Wicked Witch of the West in a rainstorm imitation.

Onimusha: Warlords

N: This cartoonish Samanosuke loves admiring his *huge* one-eyed gauntlet.

C: Sometimes your gauntlet just has a mind of its own, huh? And, you know, you have to chase it down.

D: You can tell Sammy's down when he doesn't want to play with his gauntlet anymore.



TURKEYS

As you saw in our Holiday Buyer's Guide on page 38, a slew of great games await your PS2 this holiday season. Unfortunately, a great many seem destined for a holiday purchase, as well—but only in the sense that they're real turkeys. Here are a few of the more "notable" ones, complete with a Gobblemeter to gauge their turkitude. The more Gobbles, the more it belongs on your table for Thanksgiving dinner.

🦃 **Arctic Thunder**

Midway's latest racing game comes stuffed with one of the worst framerates we've seen for a PS2 game.

🦃 **CART Fury**

Midway strikes again with CART racing so *not* CART racing that fans will likely shout, "What the cluck?!"

🦃🦃 **Dark Angel: Vampire Apocalypse**

Bad Diablo-wannabe gameplay plus a misleading title (no relation to the Fox show whatsoever) make this one fail to fly.

🦃🦃 **Portal Runner**

Obviously, the best part about this Army Men game that isn't an Army Men game (yeah, right) is the yummy breasts.

🦃🦃 **Star Wars: Super Bombad Racing**

Bad kart-racing action, plus Jar Jar. Please, won't some Tusken Raider just choose to feast on *him*?

🦃🦃🦃 **Oni**

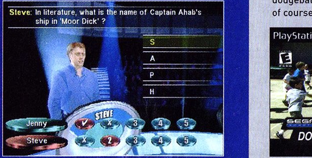
All the hype in the world can't rectify the fact that Rockstar's anime-style adventure is just full of nasty, nasty giblets.

🦃🦃🦃 **NFL GameDay 2001**

We hope when John Madden awards his Turkey Legs for Fox's Thanksgiving game, he doesn't pull them from perhaps the biggest PS2 turkey of them all.

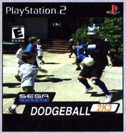
DID MELVILLE WRITE THAT?

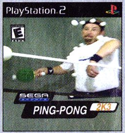
Every now and then, Activision's The Weakest Link shoots out a question that stumps us completely. Especially this one! We couldn't even tell you who wrote *Moor Dick* (such an interesting title), much less what Captain Ahab was doing in it...or the name of his ship. Got an answer? Shoot us an e-mail at opm@ziffdavis.com with the subject MOOR DICK.

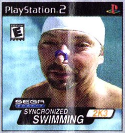


Steve: In literature, what is the name of Captain Ahab's ship in 'Moor Dick' ?

Sega Sports knows football. It knows basketball, hockey, baseball and tennis. But it also knows humor. Showing off these highly unanticipated (fake) titles at the company's Gamer's Day in New York City, Sega President Peter Moore showed his stuff at dodgeball, ping-pong and synchronized swimming. All followed by the 2K3 moniker, of course. For the niche sports fanatics, these are just for laughs. Thankfully.







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Tomb Raider II Strategy
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Resident Evil 2 Strategy
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Final Fantasy VIII Strategy
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Crash Team Racing Strategy
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Resident Evil 3: Nemesis Strategy
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Tony Hawk's Pro Skater

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Who Wants to Be a Millionaire

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Demo Disc playables: Grind Session, Rayman 2: The Great Escape, Ms. Pac-Man Maze Madness, Dave Mirra Freestyle BMX, Tyco R/C Racing

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Star Wars

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Demo Disc playables: Crash Bash, Incredible Crisis, Jarrett & LaBonte Stock Car Racing, Spyro: Year of the Dragon, UFC, *plus* Metal Gear Solid 2 video!

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Crash Bash

Demo Disc playables: Madden NFL 2001, Star Wars Demolition, MTV Sports Pure Ride, Mat Hoffman's Pro BMX, Disney's The Emperor's New Groove

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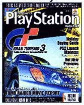

Gran Turismo 3

Demo Disc playables: Driver 2, Spider-Man, The Grinch, 102 Dalmations, Army Men Air Attack 2

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Z.O.E.

Demo Disc playables: Spyro: Year of the Dragon, Star Wars Demolition, Crash Bash, Cool Boarders 2001, You Don't Know Jack, Mort the Chicken

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EA Sports Big

Demo Disc playables: CTR: Crash Team Racing, Hot Shots Golf 2, Grind Session, Disney's Tarzan

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Twisted Metal: Black

Demo Disc playables: Championship Surfer, Power Spike Volleyball, Tigger's Honey Hunt

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MoH: Frontline

Demo Disc playables: Cool Boarders 2001, MediEvil 2, Legend of Dragoon, Emperor's New Groove, Metal Gear Solid, Legacy of Kain, Ape Escape, Tekken 3, Syphon Filter 2

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Dark Cloud

Demo Disc playables: Grind Session, Hot Shots Golf, Dino Crisis, Klonoa

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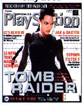

Tomb Raider

Demo Disc playables: Tomb Raider II, III & Last Revelation, Alone in the Dark, Gran Turismo 2, Dave Mirra: Maximum Remix, Aladdin in Nasira's Revenge

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Final Fantasy

Demo Disc playables: Final Fantasy VIII
Video previews: Final Fantasy VII, FFIX, FF Tactics, Klonoa 2, Star Wars: Super Bombad Racing and the *Final Fantasy* movie trailer

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Ico

Demo Disc playables: Mat Hoffman's Pro BMX
Video previews: Disney's Atlantis: The Lost Empire, Okage: Shadow King, Escape from Monkey Island, Drakan II, Legion: The Legend of Excalibur

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October 2001

Silent Hill 2

PS2 Demo Disc playables: Cool Boarders 2001, Ico, Klonoa 2: Lunatea's Veil, Gauntlet: Dark Legacy, Star Wars: Super Bombad Racing, Portal Runner, Legacy of Kain: Soul Reaver, Spy Hunter

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Grand Theft Auto 3

Demo Disc playables: Spider-Man 2, X-Men: Mutant Academy 2, Barbie Explorer, Crash Bandicoot: WARPED, Spyro: Year of the Dragon, Twisted Metal 2, Syphon Filter 2, Tekken 3
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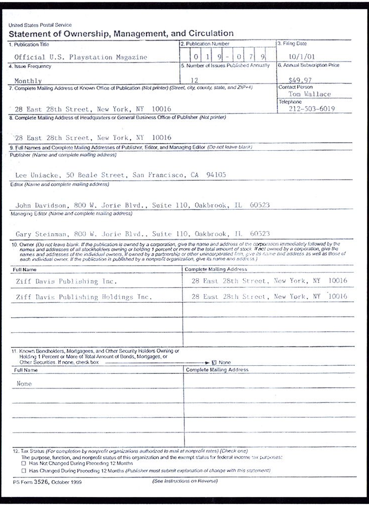

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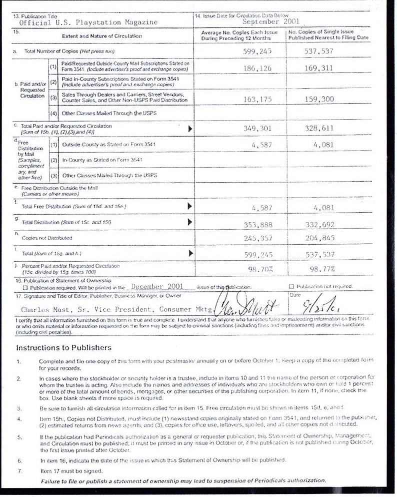

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4. GRAND PRIZE (1): 2 airline tickets to Hawaii, 1 hotel room for 4 nights, 1 surfboard by BYB, 2 pairs of Spy Optics sunglasses, 2 pairs of boardshorts by No Fear, 2 Sunny Garcia Tattoo T-shirts, 2 Sunny Garcia Surfing PS2 games, a surfing lesson with Sunny Garcia. TOTAL VALUE: $3500. FIRST PRIZE (1):1 surfboard by BYB, 1 pair of Spy Optics glasses, 1 pair of boardshorts by No Fear, 1 surf bag by FCS filled with goodies (hat, keychain, etc.), 1 Sunny Garcia Surfing PS2 game. TOTAL VALUE: $750.RUNNER-UP PRIZES (5): 1 Sunny Garcia Tattoo T-shirt, 1 Sunny Garcia Surfing PS2 game. TOTAL VALUE: $300

5. Entrants agree to abide by the terms of these official rules and by the decisions of Ziff Davis and Ubi Soft Entertainment, which are final and binding on all matters pertaining to this contest. Entrants agree that by entering this contest, they hereby permit Ziff Davis and/or Ubi Soft Entertainment to use their e-mail addresses in any manner whatsoever, including the mailing of Official U.S. PlayStation Magazine and/or Ubi Soft Entertainment newsletters.

6. The winner will be required to submit a signed affidavit of eligibility and liability/publicity release, and confirmation that he/she has followed the rules of the contest. The affidavit must be signed and returned within 5 days of notification. In the event of non-compliance within this period, an alternate winner will be selected. Any prize notification or prize returned to the sponsor as undeliverable will result in the awarding of that prize to an alternate winner. By entering this contest, the winner consents to the use of his/her name, photograph, voice, entry and e-mail address in any manner by Ziff Davis, Ubi Soft Entertainment and their advertising and promotion agencies without further compensation. Neither Ziff Davis, Ubi Soft Entertainment nor their affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes, or expenses that the winner might incur as a result of this contest or receipt of the prize. By accepting the prize, the winner hereby agrees that Ziff Davis, Ubi Soft Entertainment and their agents, representatives, affiliates and employees and the donor of the prize will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize. Winner further acknowledges that Ziff Davis and Ubi Soft Entertainment are not responsible or liable for any warranty, representation, or guarantee express or implied, in fact or in law, relative to the prize, including but not limited to its quality, mechanical condition or fitness. Ziff Davis and/or Ubi Soft Entertainment reserve the right to substitute a prize of equal or greater value.

7. All interpretations of the rules and decisions regarding the winner by Ziff Davis and/or Ubi Soft Entertainment are final. Ziff Davis and/or Ubi Soft Entertainment reserve the right to change or cancel this contest at any time. For the name of the winner, available within 15 days after winner is chosen, please send a stamped, self-addressed envelope to be received by May 30, 2001, to: Ubi Soft Entertainment, c/o "Sunny Garcia Surfing Sweepstakes Winner", 625 Third St., 3rd Floor, San Francisco, CA 94107.

OPM/PLAYSTATION.COM GT3 THREADZ CONTEST Official Contest Rules:

1. No Purchase Necessary: To enter, send a letter including a photograph that contains all of the following: a person sporting a mullet hairstyle, a 1970s American muscle car, a fast-food establishment sign, and a mesh shirt. The letter must also include your name, address, and phone number. Send the letter and photograph to "OPM GT3 THREADZ CONTEST", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: Ten Grand Prize winner will receive GT3 T-shirt and hat. Grand Prize has an approximate retail value of $30. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM GT3 THREADZ CONTEST WINNERS List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

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